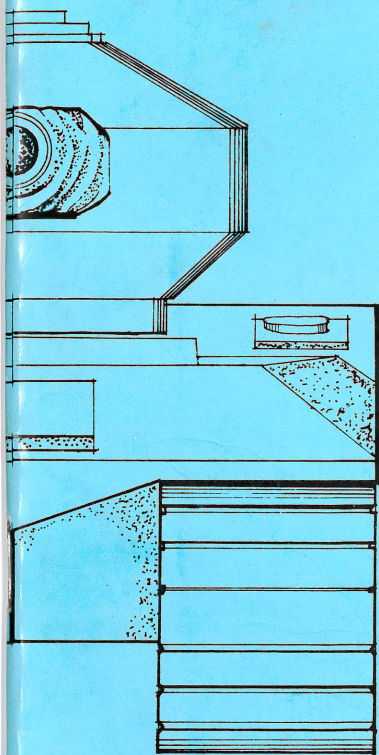




ARMoured COMBAT
In the 21st. Century

by Bob Connor

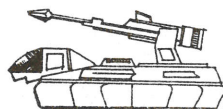
STAR GEORGE 3000

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(Tabletop Games)
June 1980

The Ramorian Empire was conquered by the Earth Federation in the year 2099. The war was short but one of the bloodiest on record, mainly due to the inability of the Ramorians to combat the Federation's armoured units. After only three months campaigning the Ramorian forces were totally defeated and driven from all of their planets except for the most outer asteroids and the planet Compran.

For the next sixty years, and with the aid of the Cossak like people of Compran, the remains of the Ramorian army have been actively engaged in guerilla warfare while their leaders have been rebuilding the shattered army. This time, however, the lessons of armoured warfare have been learnt and each Ramorian Legion is built around its two heavy tank companies each being equipped with the new and powerful Solar Lance weapon system, a military development of the thermal lance used in their own mines.

Most of the Ramorian Empire comprises dry arid planets but planets that are amongst the most mineral rich in the Universe. The deposits lie far below the surface of the planets and the mines are only obvious by their terminal and ore shipment building. The mines have been fully automated by the Federation, and the Ramorian plan is to destroy them all in the belief that without the ore the Federation would leave them alone. The destruction is to be achieved by re-programming the mines nuclear power plant computers such that they will cause the plant to detonate and thus render the mines and their vast underground areas of tunnels and processing plants unusable for the next two hundred years.



Drawings and cover by
Roger Harding.

All is now ready, the ore ships have been fully converted to assault transports and escorted by the Scarab space fighters of the Narcom mercenaries, the first legions are setting out on their mission of reconquest and vengeance.

These rules are designed to give a large scale surface battle, of Brigade size, on the various planets. The forces of both sides are similar in composition being built around armoured formations which in turn are supported by infantry and other weapon systems.

As the Ramorian commander (Legion Superior) your orders are to destroy the mines allocated to your Legion and also to inflict the maximum damage on the Federation forces.

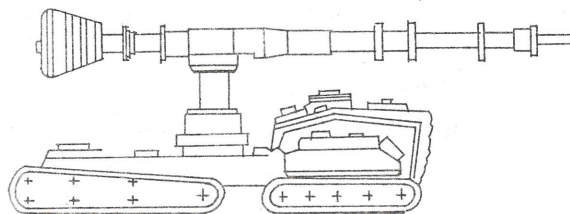
As the Federation commander (Brigade Captain) your orders are to destroy the Ramorian forces and protect the mines. This will invariably mean an encounter battle once the target mines have been identified.

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EQUIPMENT REQUIRED

The only equipment required to play Star Force, apart from the vehicles, is a pair of ordinary dice (1 to 6), a tape measure divided in MM's and a pencil and paper.



I would like to offer my sincere thanks to Dave Hoyles of Q.T.Models whose excelent ground vehicles and space ships inspired these rules. Thanks are also due to the members of the Bridlington Club for their help in play-testing the rules.

These rules and the full range of 1/300 scale ground vehicles are available from;-

TABLETOP GAMES
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SOLAR FORCE

WEAPON SYSTEMS

TRITON MISSILE

This is a missile which has a maximum range of 2,100 mm. and is a multi-purpose guided missile which has various settings;-

- a) Armour Piercing with either terminal homing (see details below) or solid warhead. (DF)
- b) High Explosive, contact fused. (DF and ZF)
- c) High Explosive, air burst fused. (ZF)
- d) Vortex, a ground burst producing an area of dust and earth 50mm. in diameter, which obscures all vision for two moves (one move only on rocky ground). Has no other effect.
- e) Illuminating Air Burst, a high energy flare which illuminates an area of ground 75mm. in diameter for two moves.

Terminal Homing

This setting gives the missile an automatic homing capability over the last 150mm. of its flight. To fire a 'terminal homing' round the firing vehicle must have an operational fire computer and an operator. The missile's firing is treated in four stages;-

- Stage 1 Target acquisition and computer programming.
- Stage 2 The first 700mm. of flight.
- Stage 3 A further 700mm. of flight.
- Stage 4 The final 700mm. of flight.

Each of the above stages is the equivalent to $\frac{1}{4}$ of a game move.

If the firer or his fire computer is knocked out before the missile reaches its terminal homing distance then the missile detonates without effect.

Example;- Target is a Ramorian tank at a range of 1,250mm. The Ramorian fires his first beam on high frequency against the firer and hits. The beam penetrates and knocks out the fire computer, therefore the missile detonates in flight 700mm. from the firer's position, ie. at the end of its second stage. If the Ramorian had missed with his first shot then the missile would automatically hit him in the third stage of its flight, and destroy him before he is able to fire his second shot. Had the Ramorian been over 1400 mm. from the firer then he would have been able to get off his second shot before the missile hits. (see also section on Ramorian Solar Lance weapon system).

First Generation Tritons.

The first generation of this missile system can only be used in a 'direct fire' mode and is not capable of terminal homing, illumination or vortex fusing. This older system is fitted in the medium hover tanks and also used by the infantry units. In the latter role the missile is fired from a tube launcher held by one man while the second crew member carries two spare missiles. Sighting in the infantry role is by optical means.

FLETCHETS

These are slim high velocity dart shaped rounds fired from infantry weapons and auto-cannons using the 'Discarding Sabot' principle. The maximum ranges, under normal gravity conditions are as follows;-

Infantry weapons	1,000mm.
Auto-cannons	1,500mm.
'AA' role	500mm.

BOMBARDMENT SHELLS

These are shells of varying types fired by the Mortars and Howitzers of the force. The maximum ranges, under normal gravity, are;-

Howitzers	3,000mm.
Mortars	2,000mm.

The various shell types are as follows:-

ENERGY SCREEN

This shell contains four high energy generators each of which produces an area of high energy 25mm. in diameter for two moves. No direct fire, except solid shot, may take place through these areas but they do not impair vision.

The screen is layed by designating one end of the screen and its direction in relation to the firing piece. A dice is then thrown to determine any variation from this point:-

Dice Throw	Deviation
3 or 4	On target.
6	over by 50mm. along line of flight.
1	Under by 50mm. along line of flight.
5	Left by 50mm.
2	Right by 50mm.

The point determined is that for the first generator's landing position the other three will then land at 25mm. intervals along the designated line. Any subsequent shells fired at this same point or any point within 75mm of it will always land accurately.

Effect

Any unarmoured troops or vehicles of C class top armour or less, are destroyed if they are in any part of the screen. Men in battle armour and any vehicles of B class top armour or more are stopped for the duration of the screen.

Note; To indicate the two moves of the screen's effect use the screen markers and place them coloured side upwards for the first move. At the end of the first move turn them white side up, and at the end of that move remove the markers completely.

EXPLOSIVE

This is an ordinary ground burst shell used for maximum blast effect in 'zone' fire.

NEURO GAS

This shell emits a cloud of Neuro Gas on landing (dice for deviation as for the energy screen). The cloud is formed immediately and is 40mm. in diameter. This diameter increases to 70mm. on the second move. On the third move it will move down wind (dice for wind direction) 50mm, and on the 4th. move it moves a further 50mm. down wind but decreases in size to 40mm. The cloud dissipates at the end of the 4th move. Use the coloured sides of the cloud markers to indicate the move numbers as indicated in the energy screen above.

Effect

The gas affects the nervous system and any figures not in battle armour and all figures in open topped or 'penetrated' vehicles have a 2 in 6 chance of surviving during moves one and two of the cloud and a 50% chance of surviving in the third and fourth moves. Figures who do not survive the dice throw are killed. Those figures which do survive the dice throw are rendered immobile for the rest of that move and the next.

Note;- On planets with a poisoned atmosphere this weapon is ineffective as all troops will be wearing breathing equipment unless native to the planet. On high gravity planets the cloud moves at only half the above rate and does not increase in size.

ILLUMINATING

This is an airburst shell which will illuminate an area 75mm. in diameter for two moves.

MAGNETIC GRENADES

These are small bomlets thrown or launched from vehicles which are attracted by metal objects within 50mm. of its flight-path, causing it to detonate on contact. The arming range is set prior to firing/throwing and should be stated by the firing/throwing player. Ranges, in normal gravity conditions are:-

Thrown	60mm. (+30mm. if thrower in battle armour).
Launched	150mm.

VORTEX GRENADES

These have the same range as the above and the same effect as the Triton variant.

HEAVY LAZER CUTTER

This lazer unit is mounted on a vehicle but can be removed and transported up to 150mm. from its vehicle. Its maximum range is 100mm. when being used as a cutting unit or offensive weapon but has a range of 3,000mm. when being used as a message carrier, which cannot be intercepted. Its main uses are as follows:-

Direct Fire	As a beam weapon, but is ineffective against 'A' class armour.
Engineer	In this role it can be used for cutting through fortifications and buildings at the rate of 2mm. of thickness per move wide enough for one man to pass through. It can also be used for digging in infantry or clearing cover at the rate of 30 square mm's. of cover or 100mm of trench per move.

Vehicles

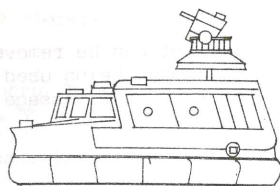
Vehicle	Main Weapon	Secondary Weapon	Motive Power	Armour			Carrying Capacity		Target Size
				Front	Top & sides	Rear	Crew	Passengers	
Command Centre	Auto-Cannon	Grenade Launcher	Hover	B	B	B	3	10	Y
Heavy Hover Tank	Triton Missile	Auto-Cannon	Hover	A	B	B	5	0	Y
Moccasin Medium Tank	Triton 1st.Gen.	Auto-Cannon	Hover	B	B	C	4	0	X
Hover Raider	Triton Missile	Auto-Cannon	Hover	B	C	D	3	0	X
E.C.M. Vehicle	Auto-Cannon	nil	Hover	C	C	D	5	0	Y
Location Vehicle	Auto-Cannon	nil	Hover	B	C	D	5	0	Y
Moccasin APC	Auto-Cannon	2 x Gren Launchers	Hover	B	D	D	3	8	Y
Heavy Mortar	Mortar	Auto-Cannon	Hover	B	C	D	6	0	Y
Heavy Howitzer	Cannon	Auto-Cannon	Hover	B	C	D	6	0	Y
Heavy Lazer Cutter	Lazer	Auto-Cannon	Hover	B	B	B	10	0	Y
Drone Launcher	Drone	Auto-Cannon	Hover	B	C	D	4	0	Z
Drone	two Tritons	Auto-Cannon	Jet	D	D	D	0	0	X
Jet Cycle	Auto-Cannon	nil	Jet	D	D	D	1	1	X

Infantry in power armour present a 'C' class armoured target.

COMMAND CENTRE

This is a heavy armoured vehicle built on the same lines as the Moccasin APC. It is equipped with a full communications pack and satellite control. In addition to the 3 man crew there are 10 command centre members comprising three officers and seven equipment operators. The communications equipment has a range of 3,000mm.

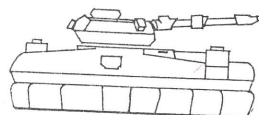
Weapon mounts:- Front mounted grenade launcher with 90° traverse, top mounted auto-cannon with 360° traverse. Vehicle is not fitted with a fire computer, auto-cannon fired by optical sights.



HEAVY HOVER TANK

This is the main battle tank of the Solar forces. It is armed with the latest second generation of the Triton missile system which has proved so successful and which has made the Solar Forces almost unbeatable to present.

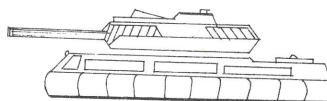
Weapons;- Triton missile system in 360° turret mount, auto-cannon with 360° traverse. Also equipped with the latest fire computer.



MOCCASIN MEDIUM TANK

A medium tank of older design but very fast and has an extremely low profile.

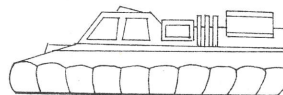
Weapons;- First generation Triton missile system, auto-cannon, front mounted with 180° traverse.



HOVER RAIDER

This is an old style G.E.V. but still a very effective, hard hitting and fast vehicle. It is very cheap to produce and is mainly used in a scouting role.

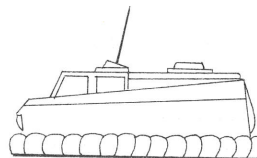
Weapons;- First generation Triton missile system, auto-cannon, front mounted with 180° traverse. Equipped with the latest fire computer.



MOCCASIN APC

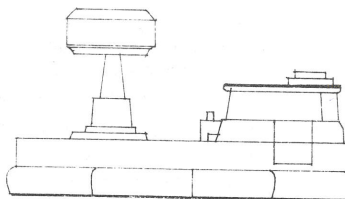
The main armoured personnel carrier of the Solar Forces. It has a crew of three and can carry eight fully armed troops and their equipment.

Weapons;- Two grenade launchers mounted on either side each with a 90° traverse. (front to side)
Auto-cannon 360° traverse.



ECM VEHICLE

This is an electronic counter measure vehicle built on a GM truck with silican steel armour to bring it up to Starforce basic armour class. This vehicle was rushed into production to meet an urgent need for a counter measure to the new Ramorian Solar Lances, and also to combat the Sonic Screen's power.



Weapons;- Auto-cannon with 360° traverse mounted on the cab roof.

Effect of Vehicles Equipment

- 1) Reduction of Solar Lance's power: Any Lance beam entering an area 200mm. diameter centred on the vehicle, has its penetration power reduced, see beam penetration table.
- 2) Reduction of Sonic Screen power : Any sonic screen fired into the same area as above will also have its effectiveness reduced, see beam penetration table later.
- 3) Message Interception: To intercept enemy messages and de-code them. This equipment has a range of 1,000mm. and can be directed at an enemy unit which is in direct line of sight. However, this may not be used if the vehicle is operating against either of the above two weapons.

To attempt to intercept a message throw one dice at the beginning of the move (after orders have been written). A result of 5 or 6 and the enemy's orders for that move must be declared before any movement takes place. Messages sent by lazer beam may not be intercepted.

LOCATION VEHICLE

As with the ECM vehicle above, this unit is built on a GM Truck chassis

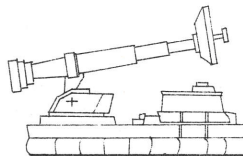
Weapons;- Auto-cannon and three Solum surface to air missiles. Auto-cannon has 360° traverse.

Effect of Vehicles Equipment

This vehicle is capable of picking up any form of mechanical/electronic equipment that is operating within 500mm. of its own position in any conditions and through any form of cover.

Its location scanner makes one 360° pass per move and details of all equipment and its type, which are located, are instantaneously transmitted to all commanders mounted in a vehicle. Commanders on foot can contact the 'locators' computer and receive an instant read-out for any area they require.

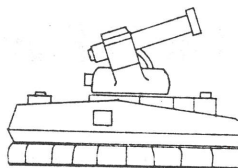
This equipment will not locate airbourne targets while being used in a ground serveillance role but will when switched to airbourne surveillance. While used in this role the vehicle can use its Solum missiles against enemy ground attack units, by firing the missiles in any combination required. When the missiles are expended the vehicle is capable of over-riding the manual control of all vehicle mounted auto-cannons within range of the target in order to lay down an aerial barrage. (see surface to air attack rules later)



HEAVY MORTAR

This vehicle is based on the main battle tank design but has a high trajectory mortar in place of the turret.

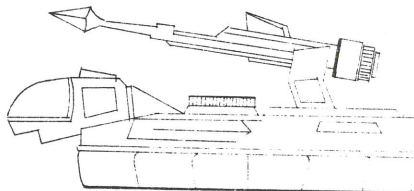
Weapons;- Mortar with 360° traverse, auto-cannon front mounted with 180° traverse.



HEAVY HOWITZER

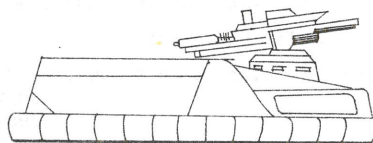
Based on the 'Combi' carrier design and is the main weapons carrier for the Solar Forces.

Weapons;- Heavy cannon with 360° traverse, auto-cannon mounted on cab roof with 360° traverse.



HEAVY LAZER CUTTER

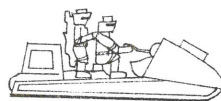
This is an armoured transporter for a high energy cutting lazer. The lazer unit can be removed from the vehicle and transported, by its crew, up to 150mm. from the vehicle. Four men are required to carry it.



Weapons;- Heavy lazer, auto-cannon front mounted with 90° traverse.

JET CYCLE

This is a jet powered two man cycle with full flight ability. It has a very low armour class but is fast and may hover.

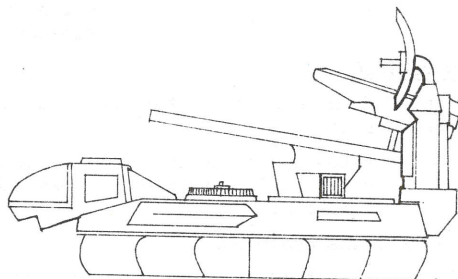


Weapons;- Two auto-cannons front firing.

DRONE LAUNCHER

This is a 'combi' carrier equipped with a Drone launcher and control computer.

Weapons;- Auto-cannon mounted on cab roof with 360° traverse.

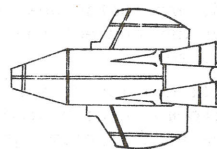


Note; only one Drone is carried but if this is lost then a replacement can be requested; throw two dice the score equals the number of moves for it to arrive at the launcher.

DRONE

This is a crewless jet powered surface attack vehicle, controlled by TV and radar, and is capable of hover.

Weapons;- Two Triton first generation missiles, front mounted auto-cannon capable of 5 bursts of fire.



Note: Recovery and rearming of the Drone takes 5 moves once the Drone reaches the launchers position.

ARMORIAN FORCES

WEAPON SYSTEMS

SOLAR LANCE

This is a heavy weapon projecting a light beam. The beam has two settings, high and low frequency but its effectiveness decreases with range. The system is fitted to most armoured vehicles and has the following ranges, which are not affected by gravity conditions.

High Frequency	2,000mm. (3,000mm. on Solar Lance vehicle)
Low Frequency	1,500mm. (2,000mm. on Solar Lance vehicle)
In AA Role	500mm.

High Frequency;- Used for maximum armour penetration, beam being narrow.

Low Frequency ;- Used for engaging lightly armoured vehicles, aerial defence, and for 'zone' fire. Beam is set wide.

Rate of Fire;- The rate of fire of this weapon is such that it may fire twice per move, either twice on high frequency or once on high and once on low frequency. Firing is assumed to take place at the halfway stage of the move and again in the last quarter of the move. Note that this means that the weapon may only fire once if it attempts to fire in the third quarter of the move.

Triton Missile Defence;- When on low frequency setting this weapon may be used to attempt to destroy incoming Triton missiles. This may only be attempted if the vehicles fire computer is operational and has an operator. Solar Lance fire computers are equipped with 'ADM' (anti-missile defence) capability which scans an area 45° either side of straight ahead and is able to locate missiles at up to 2,500mm range.

Method; If the missile is located throw one dice, in the appropriate firing section of the move, and add or subtract the following;-

- +1 Missile passing through an area covered by an 'EDV' vehicle which is operating on ground surveillance.
- +1 Missile is in its first stage of flight (ie. 2nd. stage of move)
- +2 Missile is in its second stage of flight (ie. 3rd. stage of move)
- 1 Missile is in its third stage of flight (ie. last quarter of move)

A result of 5 or more and the missile is destroyed.

SONIC BEAM

This is a light weapon which emits a high frequency sound which is capable of killing humanoid targets and effecting vehicles and robots. It is fitted as secondary armament on tanks and as a two man infantry support weapon.

Range (normal gravity) 1,000mm. in ground role,
400mm. in AA role.

HEAT SHELLS (ZF)

These are projectiles of various sizes which produce intense heat on contact. When set on low temperature, and fired by howitzers or mortars, they can be used to illuminate an area 60mm. in diameter for two moves. When fired into areas of vegetation or into buildings there is a 50% chance that the shell burst will start a fire. Once started, fires will move down wind 20mm. per move.

Smaller calibre shells are used in the infantry weapons and are fired by the Droids and vehicle auto-cannons.

Range (normal gravity);-	Howitzer	3,000mm.
	Mortar	1,800mm.
	Droid	150mm.
	Auto-cannon	1,000mm.
	Assault Rifle	800mm.
	Assault Pistol	300mm.

INERTIA GRENADE

This is a small bomblet which is thrown or launched. Blast from its detonation will effect humanoid targets only doing no damage to vehicles or vegetation. Men in vehicles or Battle Armour will only be affected if the blast penetrates the armour or if the vehicle has been penetrated previously.

Range (normal gravity);	Thrown	80mm.
	Launched	120mm.

Effect; The effect of the grenade's blast is to immobilise humanoids for two moves. Area of effect is 50mm. diameter.

SONIC SCREEN

This is a projectile which produces a spherical area of sound waves 50mm. in diameter and through which only solid shot projectiles may pass, these include the Triton's with solid shot warhead and fletchlets. The screen will obscure all vision and its effect will last for two moves, three on planets with low gravities.

(use the coloured card cut-outs as detailed in the Solar Force screen section)

Effect of the Screen;- Men and vehicles may not move into a screen but if caught by any part of it the following will be the result. (+1 if ECM vehicle operating)

Unit		Dice Throw	Result
Infantry	Armoured	3 to 6	Survives, any other result kills.
	No Armour	5 or 6	Survives, any other result kills.
Vehicle Crews (per crewman)		4 to 6	Survives, any other result kills.
Vehicles		1	No effect, vehicle continues out of screen.
		2	All electronics destroyed (manual fire only).
		3	Fire computer only destroyed
		4 to 6	Vehicles guidance affected (see details below)
Droids		1 to 3	Control lost, Droid becomes 'out of control'
		4 to 6	No effect, Droid continues as ordered.

Vehicle Guidance Lost

Place the direction 'clock' over the vehicle with the '6' arrow pointing in the direction the vehicle was travelling. Throw one dice, the result indicates the direction that the vehicle will be travelling in when it leaves the screen in the next move. The vehicle's speed will be its maximum and the new direction will be maintained for the whole of the next move, unless the vehicle collides with another during the move.

Note;- In order to determine if a collision occurs take the movement in quarter moves, ie. move all vehicles outside the screen one quarter move then move the vehicles coming out of the screen one quarter. Continue this procedure until they have all moved their full distances. If any vehicle touches at the end of a quarter move then a collision takes place. (see collision rules later).

Deviation of Screen

If the projectile is fired by either a Howitzer or Mortar then the point at which it lands will be determined as for point 1 of an energy screen. If fired by a launcher then any deviation will be halved.

Ranges (normal gravity):-

Launcher	150mm.
Howitzer	2,500mm.
Mortar	2,000mm.

HEAT CARPET

This is a free fall projectile released from surface attack units and produces a cone of intense heat 100mm. long by 50mm. wide 100mm. from the point of impact. (see cut-out sheet)

Range (all gravities):- 200mm. from the point of release.

SOLAR DEFLECTOR

This is carried by an infantryman and is capable of receiving a Solar Lance beam and re-directing it onto a target which the firing vehicle cannot see. The figure directing the deflector must, however, be in a position to see both the firing vehicle and the target. Ranges will be measured from the firer to the deflector and from the deflector to the target and the total range will be used for penetration purposes. However, only the range from the deflector to the target is taken into account when determining if a hit occurs.

Most Solar Lance beams may be deflected only once in any round of firing, however, the heavy Solar Lance vehicle has the capability of having its beam deflected twice in any one round of firing.

The normal complement of deflectors is two per infantry unit.

LAUNCHERS

These are either vehicle mounted or portable and are capable of launching either Inertia Grenades or Sonic Screen projectiles. Ranges are as given for each projectile type.

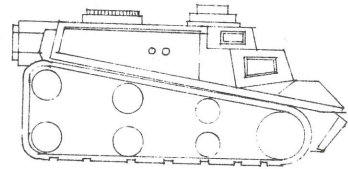
Vehicles

COMMAND MODULE

The main command centre of the Ramorian force with heavy frontal armour and medium speed. It has a crew of 5 and carries 8 other men; 3 officers and 5 equipment operators.

Its communication equipment has a ground range of 4,000mm.

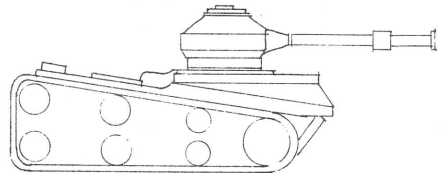
Weapons;- Main weapon is the Solar Lance with 360° traverse.
Secondary weapon is one auto-cannon.
Vehicle is equipped with fire computer fitted with AMD capability.



HEAVY TANK

The main battle tank of the force with extremely heavy armour.

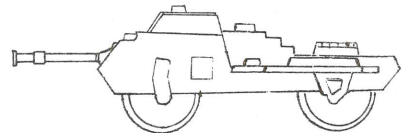
Weapons;- Main weapon is the Solar Lance mounted in a 360° traverse turret.
Secondary weapons are; Sonic beam projector with 360° traverse, and launcher, front mounted with 90° traverse.
Vehicle is fitted with fire computer fitted with AMD capability.



SCOUT

Known to the Ramorian forces as the 'Ramorian Road Runner'. A very fast gyro-stabilized two wheeled vehicle used in the scouting role but carrying a heavy weapon system.

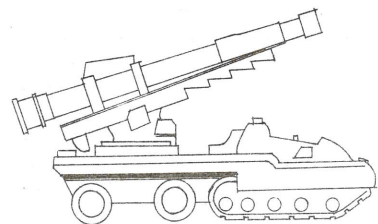
Weapons;- Solar Lance, forward firing with 90° traverse.
Secondary weapons are; Auto-cannon forward firing with 90° traverse, launcher with 360° traverse.
Fire computer fitted but with no AMD Capability.



HOWITZER

This is built onto a Ramorian half track truck with a uni-track forward section.

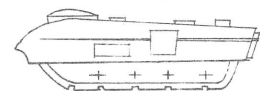
Weapons;- Main weapon is the heavy cannon with 360° traverse.
Secondary weapon is an auto-cannon mounted on the cab roof with 360° traverse.
No fire computer fitted for direct fire role.



APC

A uni-track vehicle with crew of 3 and capacity to carry 10 troops with their equipment.

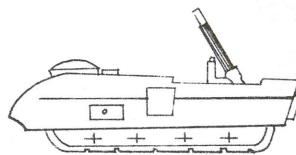
Weapons;- Auto-cannon forward firing with 90° traverse. Launcher with 360° traverse.



MORTAR VEHICLE

A uni-tracked armoured vehicle with a crew of 6.

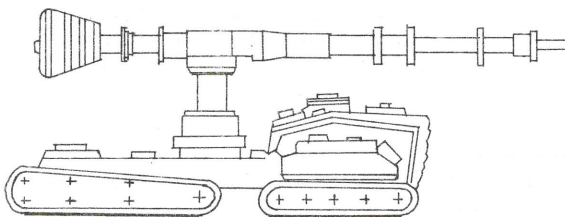
Weapons;- Heavy mortar, auto-loading, with 360° traverse.
Secondary weapon is an auto-cannon, forward firing with 180° traverse.



SOLAR LANCE CARRIER

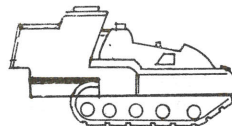
This is the largest Ramorian land vehicle mounting the heaviest Lance yet developed.

Weapons;- Solar Lance with 360° traverse, and extended ranges (3,000mm. on high frequency and 2,000mm. on low frequency).
Secondary weapon is a auto-cannon with 360° traverse.
Fire computer fitted with full AMD capability.



ELECTRONIC DEFENCE VEHICLE (E.D.V.)

This vehicle was developed to combat the Triton missile system by detecting them in time for the Solar Lances to destroy them. The vehicle operates in the same way as the Solar Force's location vehicle but with a scanner range of 1,000mm. radius. However, for message transmission and AA control the vehicles computer is only capable of linking to the other vehicles of its own 'group', although there is a direct link to each command centre. In the AA role the computer is capable of controlling not only the secondary weapons but also the main Solar Lance on low frequency power.

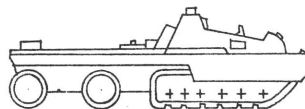


Weapons;- Auto-cannon with 360° traverse and launcher with 90° frontal traverse.

DROID CARRIER

This vehicle is capable of carrying and controlling up to ten Battle Droids. Its control range is 600mm. through any type of cover or terrain. It will take one full move to mount or dismount its Droids this taking place at the rear of the vehicle.

Weapons;- Auto-cannon with 360° traverse and launcher front mounted with 90° traverse.



Note;- A hit on the vehicle when its droids are mounted may result in the destruction of some of them. Throw one dice for each, a result of 5 or 6 and the Droid is destroyed. Droids are a 'C' class armoured target.

DETAILS OF RAMORIAN VEHICLES

Vehicle	Main Weapon	Secondary Weapon	Motive Power	Armour			Carrying Capacity		Target Size
				Front	Top & Sides	Rear	Crew	Passengers	
Command Module	Solar Lance	Auto-Cannon	Tracked	A	B	C	5	8	Z
Heavy Tank	Solar Lance	Sonic Beam & Launcher	Tracked	A	A	B	5	nil	Z
Scout	Solar Lance	Auto-Cannon & Launcher	Wheeled	A	B	B	4	nil	X
Howitzer	Heavy How'r	Auto-Cannon	Half Tracked	D	D	D	6	nil	Z
Mortar	Heavy Mortar	Auto-cannon	Mono Tracked	B	C	D	6	nil	Y
E.D.V.	Auto-Cannon	Launcher	Tracked	D	D	D	5	nil	Y
Solar Lance	Solar Lance	Auto-Cannon	Tracked	B	B	C	4	nil	Z
A.P.C.	Auto-Cannon	2 x Launchers	Mono Tracked	B	B	D	3	10	Y
Droid Carrier	Auto-Cannon	Launcher	Tracked	A	B	C	3	10 Droids	Y
Scarab	2 x Heat Carpet	2 x Auto-cannons	Jet	B	B	B	1	nil	X

See 'Droid' section for details of weapons on these units

Move Sequence

Each move should be divided into the following sections.

- 1) Write orders for each unit. Determine where any 'zone fire' will fall and the weapons firing into it.
- 2) Both sides throw one dice (initiative dice throw), the highest score has the option of moving first. However, subtract one from the dice score of the side who had the initiative in the last move. If scores are equal then the initiative remains with the same side as in the previous move.
(This may be replaced by alternate movement if players wish)
- 3) Side moving first moves units as ordered.
- 4) Declare targets for Triton missiles.
- 5) Solar Lances fire their first shots. Determine any effect.
- 6) Other side moves units as ordered.
- 7) Determine the results of any 'Break throughs'.
- 8) Determine the effect of any 'zone fire'.
- 9) Determine the effect of any Direct Fire, including second shots from Solar Lances.
- 10) Determine results of close combats and any fighting in buildings.
- 11) Determine moral states where necessary.
- 12) Adjust morale ratings of units where applicable.

FIRING AND MOVEMENT

Vehicles may move and fire on the move without penalty, this includes mortars and howitzers. When firing Triton missiles the move should be broken down into quarters in order to determine when the missile hits or when the defensive fire of the Solar Lances takes place.

Movement

The following table gives the movement rates of the various motive types. The distances given are in MM's and are designed for a 6ft. x 4ft. playing area. On larger playing areas these rates should be increased by 50%.

Motive Power		Type of Ground moving over					
		Level & Clear	Scrub & Broken ground	Close Terrain	Uphill	Reverse	Turning, Loss per 45° (or part of)
Tracked	Fully	85	75	50	60	-35	-10
	Mono	110	85	75	50	-30	-25
	Half	75	50	30	50	-35	-10
Wheeled		100	60	NP	50	-40	-10
Hover		140	100	NP	100	-40	-20
On Foot		30*	25	20	25	-15	none
On Foot in Battle Armour		45*	35	25	35	-20	none
Droids		40	30	30	30	-20	none

NP = Not possible

* = +20mm. for a charge (maximum of one move only)
+10mm. for doubling (maximum of 3 moves only)

RAMMING AND COLLISIONS

The following applies when two or more vehicles or a vehicle and another object meet at speed.

Throw one dice and add or subtract the following:-

Vehicles main armour class	Speed of vehicle	Airbourne
A = -4	1 to 50mm. = +2	+5
B = -3	51 to 90mm. = +4	
C = -2	Over 90mm. = +6	
D = -1		

Effect

Use the total from above and consult the following table:-

Result	Effect
1 or less	No effect
2	Crew K.O.d for one full move.
3	Damage to vehicles drive, maximum now half rate only.
4	Crew K.O.d for two full moves. Fire computer destroyed.
5	Damage to drive, cannot move for 2 dice score in moves.
6 or more	Total wreck. Dice for crew; 1 to 3 = killed. 4 to 6 K.O.d 2 moves.

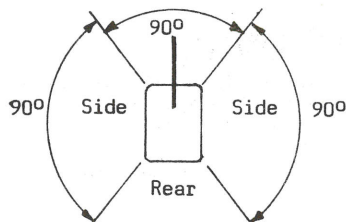
Note; 1) When two or more vehicles ram dice for each separately.

2) For head on crashes add the two speeds together for use on the first table.

3) Crashes in the rear or while chasing a vehicle; subtract chased vehicles speed from chasers speed and use the result in the first table.

Firing

To determine where a hit lands on a vehicle consult the diagram opposite. Air to surface attacks will be classed as against the top of the vehicle.



Direct Fire

This is any type of fire from a single weapon system which is directing its fire against a single target which the firer can see, or which is being deflected by a figure who can see it.

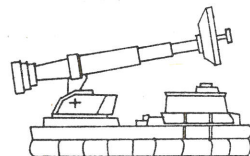
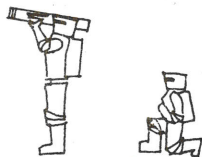
METHOD

To determine if a target is hit add or subtract the following factors. The final result equals the dice throw (OR LESS) required to hit. Results of 6 or more are automatic hits, negative results are automatic misses.

BASIC CHANCE - Range		SUBSEQUENT SHOTS (at same target)	
up to 500mm.	+5	Second shot	+1
501 to 1,000mm.	+4	Third and subsequent shots	+2
over 1,000mm.	+3	Per shell fired by ground attack unit at same target	+1
FIRE CONTROL		TARGET MOVEMENT	
Fire computer	+1	up to 100mm.	0
Optical sights	0	101 to 200mm.	-1
Manual fire(ie. no sights)	-1	over 200mm.	-2
Night firing without computer	-1	In flight	-1
Hand hurled projectiles	-2	Stationary	+1
(-1 for magnetic grenades)		Target ends the move out of sight of the firer.	-1
FIRING WEAPON		TARGET SIZE	
Beam on low frequency	+1	'X'	-1
Beam deflected (per deflection)	-1	'Y'	0
Firer suppressed	-2	'Z'	+1*
Firing on the move with no fire computer	-1	Single figure/droid	-2
Auto-Cannon	+1	TARGET COVER	
		Light cover	-1
		Hard cover	-2
		Hull down	-1

* Targets larger than this will be +2.

- Notes; 1) Optional Rule. When using beam weapons and the target is missed, then recalculate for any vehicle which is on the same level and on the same line of fire, up to the beams maximum range.
- 2) The types of cover should be specified before the games starts, but as a guide, scrub and open woods would be soft cover, dense woods and buildings would be hard cover.
- 3) Firing into or out of areas of vegetation; When firing into or out of areas of vegetation no target may be engaged which is further than 20mm. into the area and such targets may not fire out.



Penetration

If a hit is obtained determine, from the following tables using the appropriate ammunition and hit location, the dice throw (OR LESS) required to penetrate. If there is no armour then the shot automatically kills.

Range Class;-
 1 - up to 500mm.
 2 - 501 to 1,000mm.
 3 - over 1,000mm.

BEAM WEAPONS

Weapon		Range Class	Armour Class at Contact Point			
			A	B	C	D
Solar Lance	High Frequency	1	5	5	Automatic	Automatic
		2	4	5		
		3	3	4		
	Low Frequency	1	Not Possible	4	5	Automatic
		2		3	4	
		3		2	3	
Sonic Beam		1	3	4	Automatic	Automatic
		2	2	3		
Lazer Cutter		1	Not Possible	Automatic	Automatic	Automatic

NOTE; Reduce the above by 'one' if an 'E.C.M.' vehicle is operating within range of the target.

PROJECTILES AND MISSILES

Weapon	Ammunition Used Range Class	Armour Class at Contact Point											
		A			B			C			D		
		1	2	3	1	2	3	1	2	3	1	2	3
Heat Shells	Mortar, Howitzer and Droids	2	2	2	4	4	3	A	5	5	Automatic		
	Auto-Cannon	1	1	NP	2	1	NP	4	3	2			
	Other Inf. Weapons	1*	NP	NP	1*	NP	NP	2	1	1			
Triton Missiles	HE - Contact	3	3	3	A	A	A	A	A	A	A	A	A
	HE - Air Burst	NP	NP	NP	NP	NP	NP	1	1	1	3	3	3
	AP.- Homing	5	5	5	A	A	A	Automatic			Automatic		
	AP.- Solid head	4	4	3	5	5	4						
Fletcher	Auto-Cannon	1	1	NP	2	1	NP	A	A	2	Automatic		
	Inf. Weapons	1*	NP	NP	1*	NP	NP	3	2	1			
Bombardment Shell		3	3	3	4	4	4	5	5	5	Automatic		
Grenades		1	NP	NP	2	NP	NP	3	NP	NP	Automatic		

A = Automatic penetration NP = No penetration possible.

* = Only possible if the armoured unit is breaking through the firers position, see break-through rules.

EFFECTS OF PENETRATION

If the armour is penetrated throw one dice and consult the following table.

Weapon/Projectile		DICE THROW - Vehicles						Robots	Battle Armoured Infantry
		1	2	3	4	5	6		
Solar	H. Freq.	1 x CM	Fc/S	Mw/Sw	Des	Des	Des	Des	Killed
Lance	Low & Lazer	Su	1 x CM	Fc/S	Sw/Mw	Des	Des	Des	Killed
Sonic Beam		Su	Su	Su	1 x CM	1 x CM	2 x CM	Su	Dice;- 1-4 = Su 5-6 = K Killed
Heat Shell		S + Sw	1 x CM + Mw	Des	Des	Des	Des	Des	Killed
Heat Shell from Auto-Cannon & Inf. Weapons		NE	Su	1 x CM	1 x CM + Sw	1 x CM + Sw	2 x CM	Dice; 1-3 = Su 4-6 = Des	Killed
Bombardment Shell or Triton Missile with HE/AP Fusing		1 x CM + Fc/S	2 x CM + Mw/Sw	Des	Des	Des	Des	Des	Killed
Triton Missile Air Burst		NE	NE	NE	1 x CM + Su	Su + Fc/S	2 x CM + Sw	Dice; 1-3 = Su 4-6 = Des	Dice; 1-3 = Su 4-6 = K
Fletcherlets		NE	NE	Su	1 x CM + Su	2 x CM + Fc/S	2 x CM	Dice; 1-2 = Su 3-6 = Des	Killed
Grenade (Magnetic)		Su	1 x CM	1 x CM + Sw	2 x CM + Mw	2 x CM	2 x CM + Fc	Des	Killed
Heat Carpet*		Su	Su	Su	Su	Su	Su	Des	Killed

* No dice required for this weapon, but vehicle will be destroyed and all crew killed if it had been penetrated previously.

Des = Destroyed, all crew killed.

Fc/S= Fire computer or sights destroyed, take in this order.

CM = Crewman killed, dice for which. If the target penetrated is an APC which contains infantry then throw one dice, the score equals the number of infantry killed.

Mw = Main weapon destroyed.

Sw = Secondary weapon destroyed.

Su = No effect other than vehicle is suppressed.

NE = No effect.

Note;- If all the vehicles weapons or both fire computer and sights have already been destroyed then the result reverts to 2 x CM.

Zone Fire

This is any type of fire by any weapon or number of weapons which are directing their fire at the same defined area (zone). This type of fire will fall accurately if the requesting unit can see the centre point of the zone, or if a location/detection vehicle has this point in its area of effect.

In other circumstances use the following table to determine the deviation of the centre point

Dice Result	Deviation
3 or 4	On target
6	Over by 50mm. along the line of flight.
1	Under by 50mm. along the line of flight
5	Left by 50mm.
2	Right by 50mm.

Dead Ground

High angle zone fire may not be directed at a zone which has its centre point within 100mm. of any form of energy screen. However, mortars having a higher trajectory may engage within 50mm.

To determine the effect of 'zone fire' proceed as follows:-

- 1) Define the zone, under fire, and work out the area in CM^2 (width x depth in cm's). Note that a linear zone such as the edge of a wood or the crest of a hill, or line of attacking infantry will be a minimum of 2 cm's deep.
- 2) State which weapons are firing into this area, other than those engaging in direct fire at an individual target.
- 3) From the following table add together the 'fire factors' of each weapon firing.
- 4) Subtract the number of CM^2 from the total from 3) above.
- 5) Throw one dice and add the result to 4) above and use this new total on the 'Results Table' to determine the results.
However, subtract 2 from this final total if beam weapons are firing into any zone who's centre point is covered by an ECM vehicle.

Firing Weapon	Factor/Terrain				Firing Weapon	Factor/Terrain			
	Open	Open woods Rocks	Build-dings*	Dug-in or heavy Cover		Open	Open woods Rocks	Build-dings*	Dug-in or heavy Cover
Triton HE	3	2½	3½	2	Solar H	1	2	4	2
Triton AB	6	2	½	1½	Lance L	4	2	1	1
Infantry Fletchlets	1	½	½	½	Sonic Beam	2	1	½	1
Auto-Cannon	2	1	1	1	Heat Shell	7	4	3	3
Bombardment Shell	5	3	5	2½	Infantry Weapons	1	½	½	½
Grenade	2	1½	4	1	Auto-Cannon	2	1½	1	1
					Grenade	2	1½	4	1
					Heat Carpet **	20	15	8	9

* = These factors only apply if the fire passes into the building. See also 'Building Destruction' rules later.

**= These only apply to units in the area of the carpet.

RESULTS

Result	Unarmoured Targets	Battle Armoured and Droid Targets	Armoured Targets	Morale Factor
Less than -20	6 per 3	No Effect	No Effect	0
-10 to -20	6 per 3	6 - 1 only	6 - 1 only	0
0 to -9	6 per 2	6 - 2 only	6 - 1 only	0
+1 to +8	6 each	6 up to 3	6 - 2 only	-4
+9 to +16	5/6 per 2	6 up to 4	6 - 2 only	-6
+17 to +25	5/6 each	6 each	6 - up to 3	-8
+26 to +35	4/5/6 per 2	5/6 up to 2	6 up to 4	-10
+36 to +49	4/5/6 each	5/6 up to 3	5/6 - 1 only	-13
+50 to +75	3/4/5/6 each	5/6 each	5/6 - 2 only	-15
76 or over	2 to 6 per 2	4/5/6 each	5/6 each	-20

Per 2 or 3
Means that every 2nd./3rd. figure of that type in the zone may be hit.

Up to 2,3 or 4
Means only that number of figs/vehicles are diced for.

1,2 only
Means only 1 or 2 hits may be caused on that class of unit in the zone.

The numbers in the above table are the dice throws required to obtain a direct hit on that type of target within the zone. Unarmoured targets are automatically killed/destroyed, armoured targets must be penetrated as for direct fire.

- Notes;- 1) If there are armoured targets in the zone but none of the firing weapons is capable of penetrating its armour, then ignore any possible hits.
- 2) Take each target type in turn and where there is a dice throw for only some of them then either;-
- Take the unit nearest the centre point of the zone and nearest the firers first and work outwards and to the rear.
 - Number each unit from the defending players right hand and count each second/third as required.

SUPPRESSION

Suppression is caused as a result of fire being directed at a unit or vehicle. If suppressed the following will apply;-

Unit Type	Movement	Firing	Infantry in Vehicles
Tanks	Max. forward movement is 20mm. Reverse at normal rate.	May fire	-
Other Vehicles and Droids	No forward movement. Max. reverse is at half rate.	May not fire	May not dismount but may mount the vehicle.
Infantry on foot and Battle armoured inf.	May not move. Go to ground, but may withdraw up to 30mm. to find cover.	May not fire	-

Once the cause of suppression is removed then the unit may carry on as required in the following move.

SUPPRESSION OF COMMAND (Optional Rule)

Command is split between 'army command' which commands all the units in that force, and 'unit command' which only applies to a single unit of that force.

Loss of either of these commands will effect the troops and vehicles under them.

Loss or Suppression of	Effect
Unit Command	Throw one dice, a result of 1=refer to the above table. Any other result and the unit carries on.
Army Command	As above for each unit in force.
Both Command	Throw one dice, a result of 1,2 or 3 = refer to the above table. Any other result and the units carry on.

Units suppressed due to loss of command need to be diced for to determine when they may carry on with their orders. A unit must throw a 4 or more to carry on. This represents the second in command taking over and issuing new orders etc.

Hand to Hand Combat

This will take place when foot figures come into contact with each other or an obstacle that is separating them. It will be assumed that all figures in both opposing units will take part in the resulting melee.

The combat will be resolved as follows;-

Take each units present Morale Rating and divide by 10 (ignore any fractions). To this figure add or subtract the following factors;-

Note;- If two or more friendly units are engaging one enemy unit then add their totals together for the effects table following.

ADD	SUBTRACT
The score of one dice (two if assault or elite troops)	3 If unit is suppressed
2 If the attacker	5 If unit is out of control.
5 If the defender and dug-in.	2 If loser of the melee round last move.
2 If unit is in cover.	2 If the defender.
1 Per figure engaged.	2 if broken through this or previous move.
6 If in Battle Armour.	2 Enemy has armour in direct support (per tank)
3 If charged into contact this move.	

RESULT

Use the two results on the following table to determine the outcome of the melee. The side with the lower result is classed as the loser of that round and will be classed as the defender in the next round (if any).

Hand-to-Hand Combat Results Table.

Attackers Factor	DEFENDERS FACTOR						
	Less than 1	1 to 5	6 to 9	10 to 16	17 to 22	Over 22	
Less than 1	NE	NE	FB NE	1K/FB NE	2K/FB NE	3K/FB NE	
1 to 4	NE 1K	NE	FB NE	1K/FB NE	2K/FB NE	3K/FB NE	
5 to 8	NE 1K/FB	NE 1K	NE	1K/FB NE	2K/FB NE	3K/FB NE	defenders result
9 to 14	NE 1K/FB	NE 1K/FB	NE 1K/FB	1K/side	2K/FB 1K	3K/FB 1K	
15 to 20	NE 2K/FB	NE 2K/FB	NE 2K/FB	1K 2K/FB	2K/side	3K/FB 2K	
Over 20	NE 3K/FB	NE 3K/FB	1K 3K/FB	1K 3K/FB	2K 3K/FB	3K/side	attackers result

NE = No effect

FB = Fall back, the distance being the difference (in mm's) between the two melee scores. Ignore this if the result is less than 5, and subtract 10 if the loser is dug-in.

?K = The number of figures killed. Throw one dice for each a result of a 6 indicates one of them is a command figure, a 5 that it is a weapons crewman.

DIGGING IN

A unit may dig itself into a defensive position, the length of time taken being:-

Digging Equipment	
Grenades	These will take one move to position and each will produce a hole sufficient for two men. Two grenades will be required to dig in a support weapon. May only be used in soft ground.
Lazer Beam/Solar Lances	The vehicle will produce 100mm. of trench per move by moving along the line the trench is to take.
Hover Vehicles	These may dig themselves into a 'hull down' position by using the down-draft of their fans. Digging in takes one move and lifting out again takes two moves.

BREAKTHROUGHS

Armoured units may breakthrough enemy infantry units by moving over/through their position. The infantry have the following choices:-

- Go to Ground; Losses will not be suffered by the infantry or the armour. On the following move the infantry may engage the armour in its rear.
- Fight ; The infantry will fire at the armour as it passes over them. All

Fire will be direct fire. The armoured unit, including any infantry in APC's, will engage the enemy with zone fire using vehicle secondary weapons only.

If the armoured unit is accompanied by infantry on foot or infantry in APC's who dismount, then the enemy must engage in hand-to-hand combat and the armour may pass through.

BATTLE DROIDS

The Ramorian Battle Droids are formed into units of ten, each unit comprising:-

	Number in unit	Weapons carried	Projectiles
Command Droid	1	Heat shell projector and Solar Lance deflector	8 heat shells
Droid	4	Heat shell projector	12 Heat shells
Droid	2	Sonic beam	-
Droid	3	Launcher	8 Grenades
			4 Screen

Droid Transport

The droids are carried by their controlling vehicle and will take one complete move for them to mount or dismount. If the carrier vehicle is hit while they are still aboard then dice for each droid, a result of 5 or 6 and the Droid is destroyed. Control range is 600mm.

Movement and Firing

Droids will move at the rates given in the movement table. Their sensors have a 360° scan and a range of 600mm. and all information is instantly transmitted to its controlling vehicle. Droids armed with launchers have 360° arc of fire and those armed with projectors have 180° arc to their front.

Morale

These units will not be subject to morale tests while still under the control of their vehicle. If this command link is broken then they will carry on with their last order but will then be subject to morale tests as for normal units, counting a basic morale rating of 70.

If suppressed or ordered to go to ground then they will cease to function until the cause of suppression etc. has been removed. If they get an 'out of control' result then they become unpredictable, once this occurs dice each move, per droid, and consult the following table. (An optional rule here is that if the command Droid is still operational then the unit as a whole only need be diced for).

Dice Result	Movement	Fire At;- (target must be visible*)
1	Stationary for 1 move	None
2	Move to the right	Nearest unit to the right.
3	Advance	Nearest unit to the front
4	Advance	Nearest unit
5	Move to the left	Nearest unit to the left.
6	Retire	None

*Target must be visible to each Droid who fires, this may be a friendly unit. If no target is visible then ignore this order.

Morale

MORALE RATING

Each unit should be identified by either type or by painting their bases different colours. The command element and a chain of command within/between units should also be determined.

Each unit starts the game with a basic morale rating of 100. This rating will be reduced during the game either permanently or temporarily. Permanent reductions should be subtracted from the units present rating as each cause occurs and it will be this new rating that will be used in both Morale and Close Combat calculations.

PERMANENT REDUCTIONS/ADDITIONS

Cause	Reduction/addition
Original command element lost	-1 dice x 6
Replacement command element lost	-1 dice x 4
Per figure killed in unit (not above)	-1 dice score.
Per vehicle destroyed in unit (not above)	-1 dice x 3
Unit has been forced to retreat out of control	-1 dice x 2
Unit wins a melee round	+1 dice score.
Unit destroys an enemy vehicle (not APC'S)	+1 dice score.

MORALE TEST

This will be taken when when one of the following occurs.

- 1) Unit command element is lost, this includes any replacement elements.
- 2) Unit suffers two or more casualties during the move.
- 3) Unit under zone fire and the result was a plus.
- 4) Friendly unit is retreating within 200mm. and in sight. Ignore if testing unit is an armoured unit and the retreating unit is infantry it is not in direct support of.
- 5) Unarmoured units and all infantry units who have enemy armour advancing on them within 200mm.

THE TEST

To take a morale test take the units present morale rating and add or subtract the following, then use this total on the results table.

ADD	SUBTRACT
The score of two dice	The morale factor from any zone fire (from zone fire results table)
10 If A class armour or in Battle Armour.	5 If under aerial attack.
6 If B class armour or Inf. with armour moving with them	2 Per friendly unit retreating out of control within sight.
8 Inf. dug-in or in buildings	6 Unit is suppressed.
4 C class armour or Inf gone to ground.	10 Inf. with enemy armour advancing on them within 150mm.
6 If elite or assault troops	5 Per 10mm. (or part of) pushed back in hand-to-hand combat this move.
5 Winner of hand-to-hand combat round last move.	10 Looser of hand-to-hand combat this move.
	10 Unit is inf. and have been broken through by enemy armour this move.

RESULTS TABLE

Morale Result	Armoured units with A or B armour & Inf. in Battle Armour	Other vehicles & Inf. in the open (inc. those gone to ground)	Inf. in cover or dug-in. All elite * and assault troops	In hand-to-hand combat
40 +	Carry on with orders			Continue melee
30 to 39	Carry on with orders	Suppressed	Carry on with orders	Pushed back an additional 10mm.
20 to 29	Suppressed	Go to ground Suppressed but under control	Suppressed	Pushed back an additional 20mm.
10 to 19	Retreat to cover under control	Go to ground Suppressed and out of control	Go to ground Suppressed, under control	Break out of control
9 or less	Retreat to cover out of control	Retreat to cover out of control	Break out of control	Break out of control

- Go to ground;- Unit may move up to 50mm. to find cover then lie down. If no cover within 50mm. then they lie down where they are.
- Under control;- Unit may continue to engage the enemy and will carry on with its orders once the morale cause is removed. It may re-test its morale at the end of each subsequent move in order to obtain a better result while the previous cause is still in effect. However, if a worse result is obtained then the unit will respond to that.
- Out of control;- Unit will retreat at the maximum rate towards its own base line. Once in cover it will go to ground and take no further action unless it obtains a morale result of 'carry on', test as for above but at the end of every other move only.
If the unit crosses its own base line it will never return. If ordered to go to ground the unit will do so and once the cause is removed it will continue its retreat. The unit may not deviate more than 100mm. to find any cover before reaching its own base line.

Aerial Attacks

Airbourne units may attack in one of the following ways;-

High Speed Pass

This is where the craft flies across the battle field at its maximum speed, entering the area over its own base line and leaving over the enemy base line, in one move.

Slow Speed or Hover

This is where the craft moves slowly or hovers, using terrain as cover, in order to get into a firing position.

AIR SUPPORT UNITS

CRAFT	Hover Capability	Max. Speed	Weapons		Fire Comp. & ECM kit	Remarks
			Main	Secondary		
Drone	yes	800mm.	2xTriton 1st. Gen.	Auto-* cannon	yes	* 5 bursts only
Jet Cycle	yes	200mm.	2 x Auto cannon*	none	no	* 10 bursts only
Scarab	no	5000mm.	2 x Heat carpet	Heat shell projector	yes	6 shells carried

RATES OF FIRE

Craft may fire one of their main weapons per attack. Secondary weapons and the Auto-cannon on the jet cycle may fire one burst/shell per pass if using main weapons, two bursts/shells if not.

ARCS OF FIRE

Airbourne craft have a frontal arc of fire the same dimensions as the 'heat carpet' cut-out. Lay the cut-out in front of the firing craft and it may engage any vehicle/unit covered by it. However, units at slow speed or hovering at low altitude may engage targets as if they were a ground unit but still using the heat carpet cut-out for arc of fire only.

REQUESTING AIR SUPPORT

The Solar force Drones and Jet Cycles will be available at any time if fully armed and powered. The Ramorian commander will have to request his support from the orbiting fleet. Each even numbered move he throws one dice and a result of 4 or more indicates that support has been released and will arrive next move. At the beginning of the next move throw another dice to determine how many will arrive;-

Dice throw	Number
1 to 4	1
5	2
6	3

A maximum of TEN Scarabs only may be allocated to ground attack in any one game.

SEQUENCE OF AIR ATTACKS

High Speed Pass

- 1) Mark the entry and exit points on the respective base lines per pass.
- 2) Place the craft within 20mm. of its primary target along the line of flight.
- 3) Carry out any surface to air defensive fire.
- 4) If the craft survives the surface to air fire then it attacks its first target.
- 5) Move the craft onto its next target, along its flight path, however, this next target must be at least 50mm. away from the first if the crafts fire computer is operational 250mm. if it is not.
- 6) Craft leaves the area over its exit point.
- 7) Craft turns taking a full move to do so.
- 8) Craft makes its second pass, if required, using the same sequence as above.

Note; Direct fire rules apply when engaging a single target, Zone fire rules when engaging more than one target in steps 5 or 6 above.

Slow speed and Hover

The craft is moved, if required, and its target is stated. All firing by the craft and defensive fire against it, is carried out as in the above sequence but the craft does not have to leave the area.

If the craft belongs to the side moving first ie. has the initiative, then the results of its own fire will be determined before that of any defensive fire against it. This is not the case if the enemy have the initiative.

These craft may remain airbourne for up to 12 moves, 16 if it lands and remains stationary for two moves.

RE-ARMING

Drones and Scarabs require five moves to re-arm, Jet Cycles two. The cycles and drones must return to their command centre/launcher to re-arm. Scarabs return to the fleet.

SURFACE TO AIR FIRE AGAINST HIGH SPEED CRAFT

Add the following factors together. Note; for ranges take the distance from the firer to the target when it is 100mm. from its first target.

- +2 per Solum missile fired (1 only if crafts ECM equipment still operational)
- +1 per aerial barrage weapon engaging (ie. vehicle secondary weapon being controlled by EDV's computer)
- +1 Single weapon engaging on its own (calculate separately)

Player controlling the craft now throws one dice and consults the following table;-

Dice Throw	Surface to Air Fire Total				
	1 to 5	6 to 10	11 to 15	16 to 20	over 20
1	Damaged	Des	Des	Des	Des
2	Damaged	Fc Des	Des	Des	Des
3	Fc Des	Damaged	Damaged	Des	Des
4	NE	NE	Fc Des	Fc Des	Fc Des
5	NE	NE	NE	ECM Des	ECM Des
6	NE	NE	NE	NE	NE

Damaged
Craft flies off without
attacking, eight moves
required to repair.

FLIGHT PACKS

These are capable of lifting a man and his equipment and transporting them up to 1,000mm. at a speed of 250mm. per move, or to keep a scout airbourne for up to 8 moves. It will take half a move to take off or land and while doing so they are classed as a stationary target. Personal weapons may not be fired while airbourne but grenades may be thrown.

Buildings

Buildings are classified by their type which is also the armour value of their outer skins.

- D Dwellings and Farm buildings. Also includes the internal walls of commercial buildings.
- C Commercial buildings (including mines). Also includes internal walls of fortified buildings.
- A or B Fortified buildings. Enclosed weapon mounts will have B class armour.

CUTTING THROUGH WALLS

Armour Class	Cutting time in moves		
	Lazer	Solar Lance(H)	Solar Lance(L)
A	1	2	Not possible
B	1	1½	3½
C	½	1	2½
D	½	½	2

The gap produced will be wide enough for one man in Battle Armour or one Droid to pass through. A vehicle will be the equivalent of three such men wide.

PRODUCING GAPS WITH BLAST WEAPONS

Weapon	Size of Gap (in man widths) if Penetration Take Place			
	A	B	C	D
Magnetic grenade	½	1	1	1
Shells from Howitzers & Droids in direct fire	1	1½	2	2
Triton Missile	1	1	1½	2

BUILDING DESTRUCTION

Note; for each building draw a plan, to scale, of each floor showing internal walls and doors etc. In the event that fighting takes place in the building then use the plan for dispositions and fighting inside.

Determine the defensive factor of the building as follows;

- +2 Per CM² of ground floor area.
- +1 Per CM² of any second floor area.
- +2 Per internal room or passage.
- +5 For a C type building.
- +15 For a B type building.
- +25 For an A type building.

For each hit by the following weapons reduce the buildings defense factor by the number given.

Weapon	Defence value reduction
Triton (HE Contact)	2
Bombardment shell (HE)	4
Magnetic grenade	1
Solar Lance (High)	3
Solar Lance (Low)	1
Heat Shell (Mortar or How)	3
Heat shell (Droid)	2

When zero the building collapses killing any occupants remaining in it. However, men in Battle Armour throw one dice; a result of 5 or 6 and they survive and take three moves to get out.

When a building is in a 'zone' which is under fire, or the building itself is the 'zone' and any of the previous weapons are firing into that zone, other than in a direct fire role, then dice for each projectile as follows to determine if a direct hit is obtained.

Building in the zone	5 or 6
Building is the zone	4,5 or 6

Only direct hits will reduce the buildings defence value, however, misses may still cause casualties on troops in the building as detailed in the 'zone fire' rules.

FIGHTING IN BUILDINGS

The two cut-out plans represent part of the mine under attack. The smaller is the above ground terminal building and the larger represents the underground level on which the power plant and its computer lies. Movement from the terminal building to the power plant level takes two complete moves by the stairs and one complete move by the lifts (two men a time may use one lift).

Movement inside the buildings is by the small crosses at the following rates;-

Rate/Action	Maximum number moved
Normal movement	2
Rush or run	4
If wounded	1
Throw a grenade or fire a snap shot	1
Fire an aimed shot or any other action when wounded	0

FIRING

All firing will take place after movement, there being two types of fire;-

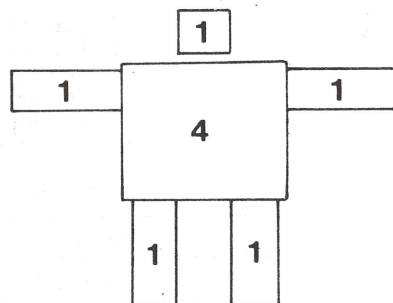
Snap Shot;- When the firing figure may move one cross and fire. Stand at a corner, fire, and then move back into cover. When the firing figure is stationary or moving one cross and a target figure presents itself for only part of the move period, ie. target moves across a gap.

Aimed Shot;- This is where the firing figure remains stationary and the target is in sight for the whole of the move period. Or the figure firing is stationary and covering the area where the target appears, this will only apply however, if the whole of the target appears.

TARGET SIZE

The target size is determined by the amount of the body which presents itself to the firer. The diagram opposite gives the points value of the various parts of the body, and in the case of the torso it may be divided into four sections if required.

Therefore a figure presenting itself to the firer and facing him in the open will be a factor of 9. (Note that this is increased to 10 if the target is in Battle Armour). A figure firing around a corner will present a factor 4 target, ie. head, arm and half the body. A lying figure will be a 5 and a kneeling figure a 7.



FIRING METHOD

When a figure fires use the 'target factor' and the type of shot on the following table. The number given is the dice throw (OR LESS), using two dice, to hit the target.

Type of Shot	Target Factor							
	up to 3	4	5	6	7	8	9	10
Aimed	3 2	4 3	5 4	6 5	7 6	8 7	9 8	A 9
Snap	2 2	3 2	4 3	5 4	6 5	7 6	7 6	8 7
Grenade	5	6	7	8	9	10	A	A

A = Automatic hit

Using pistol



Using rifle.

Note; if a hit is obtained on a figure in power armour then it must be penetrated to wound or kill the figure inside.

HIT TABLE

When a hit is obtained throw one further dice and add 3 to the score if hit by a grenade and add 2 per wound already suffered, and consult the following table:-

Result	Area Hit	Effect
6 or more	Head	Killed
5	Leg	Movement rate maximum of 1 cross.
4	Arm	May not use any weapon but may throw grenade.
3	Body	Wounded - may not use a rifle.
2	Body	Wounded - may not move but may still fire.
1 or less		No effect.

HAND-TO-HAND COMBAT

If this should occur then it is assumed that the weapons used will be fists or a weapon as a club.

Each figure participating throws one dice and adds or subtracts the following:-

- +2 if in Battle Armour.
- 1 per attacker greater than one.
- 2 if wounded.
- +4 if surprise attack, ie. attacking from behind.
- +1 if armed with a rifle.

Subtract the lower score from the higher and use the result on the table above.

Note;- if there is more than one attacker then take each attackers score separately.

Night Fighting

All vehicles are equipped with image intensifying equipment which enables them to see, in the dark, up to half the maximum range of the main armament carried. However, mortars and howitzers will have a maximum vision range of 500mm. as will infantry on the ground.

Electronic detection equipment and fire computers will operate as normal, however, the latter may only be used if the target is either seen, using illumination or intensifier sights, or located by an EDV unit whose computer is operational.

OPTIONAL RULES

BATTLE TERRAIN AND PLANET CONDITIONS

To determine the conditions which apply during the battle and also the effect the planet will have on the weapon systems, proceed as follows:-

Throw one dice and consult the following table:-

Dice Throw	Planet Gravity	MOVEMENT			FIRING (effect on max. range)
		On Foot (not in Battle armour)	Vehicles and Inf in Battle Armour	Aerial Units	
1	Normal*	No effect	No effect	No effect	No effect
6	High	Half movement	-25mm.	-100mm.	-25%
5	Medium	-10mm.	Tracked -10mm. Wheeled -15mm. Others no effect	No effect	-10%
2	Low	+10mm.	Tracked and wheeled +20mm. Hover -20mm.	No effect	+10%
3 or 4	Normal	No effect	No effect	No effect	No effect.

* Throw again, if the result is a 1,5 or 6 then the atmosphere is normal, if a 2,3 or 4 is thrown then the atmosphere is poisoned and the following will apply:-

- 1) Natives to the planet will be unaffected.
- 2) All vehicle crews are automatically killed if the vehicle is penetrated.
- 3) Infantry, other than those in Battle Armour or APC's, must be supplied with breathing equipment each 12 moves otherwise they will lose three of their number per move.

TYPE OF TERRAIN

Now throw another dice to determine the type of terrain:-

Dice Throw	Planet Gravity Type			
	Normal	Medium	Low	High
1	Open desert	Open desert	Large areas of marshy ground	Desert
2	Desert with sparse veg'tn.	Desert with some scrub.	Fertile areas with high scrub	Desert
3	Desert with small farms	Desert with high scrub	Desert with high scrub	Sparse vegetation and rocky ground.
4	Hills and scrub.	Areas of vegetation and some woods	High rocky outcrops with some vegetation	Sparse vegetation and rocky ground.
5	Areas of dense vege'tn.	Open woods and marshes.	Dense scrub and steep hills.	Low hills with clumps of veg'tn.
6	Open desert	Hills and low scrub.	High forest areas.	Large craters and steep hills.

LIGHT CONDITIONS

To determine the time of day and light conditions throw one dice:-

- 1 Darkness for the first 10 moves.
 - 2 Darkness for the first 5 moves
 - 3 or 4 early morning- light for the rest of the game.
 - 5 Mid-day, darkness falls after move 20.
 - 6 Afternoon - dice after move 15 (and each succeeding move)
- 1,2 or 3 remains light
4,5 or 6 darkness sets in next move.

Appendix 1 gives the ammunition carried by each vehicle. If players wish to take this into account during the game, then keep a record of its expenditure each time it fires. Re-supply can be by either an APC/Truck moving to the vehicle or the vehicle itself moving to a supply area. Such areas should be detailed by each player before the game starts.

Re-supply will take one move and will apply to all vehicles within 50mm. of the supply unit/base. Each APC/truck can carry 20 Triton missiles or shells for howitzers/mortars. It will be assumed that while re-supplying the main weapon the secondary weapon will also be replenished.

If an ammunition exchange is made between similar vehicles then it will take the crew one full move to transport two missiles/shells per 50mm. distance (or part of).

Power Usage

SOLAR FORCES

All Solar force vehicles are powered by nuclear engines and as such require re-fueling only once per 10 days.

RAMORIAN FORCES

The Ramorian vehicles are powered by electro/pneumatic power units which require recharging by solar power. The following table gives the power usage, in factors, for various actions:-

Vehicle	Initial Supply	MOVEMENT			FIRING		RECHARGE *	
		Stationary **	Up to $\frac{1}{2}$ move	$\frac{1}{2}$ to full move	Solar HF	Lance LF	Sun Light	Dull
Command Module	28	1	$1\frac{1}{2}$	$2\frac{1}{2}$	1	$\frac{1}{2}$	2	1
Heavy Tank	24	0	1	2	1	$\frac{1}{2}$	3	1
Scout	20	0	$\frac{1}{2}$	1	1	$\frac{1}{2}$	2	1
Heavy Howitzer	20	0	1	$1\frac{1}{2}$	-	-	2	1
Heavy Mortar	24	0	$\frac{1}{2}$	1	-	-	2	1
E.D.V.	25	2	1	$1\frac{1}{2}$	-	-	3	1
Solar Lance	28	0	1	2	1	$\frac{1}{2}$	3	1
APC	20	0	$\frac{1}{2}$	1	-	-	2	1
Droid	10	0	$\frac{1}{4}$	$\frac{1}{2}$	1 per		-	-
Droid Carrier	200	2	1	2	-	-	10	5

* Vehicle must be stationary for the whole move and carry out no action.

**If the vehicle shuts down its electronic equipment then it will not use this power.

NOTE;- 1) No power is expended when using secondary weapons or launchers.

2) Dice for the 'sun' conditions each 10 moves;-

1 to 5 = bright, 6 = dull.

3) Droids are continually supplied with power by their controlling vehicle and therefore there is no need to record power usage. However, if the controlling vehicle is destroyed then the droids will use the power stored in their power packs at the rates given in the above table.

Compran Troops

These are Cossack like people who operate in groups of 6 to 10. Their main means of transport is the giant lizard which enables them to move at 100mm. per move through any type of terrain except close woods and scrub where it is 20mm. per move. On foot they move at the same rate as ordinary infantry.

The main weapon of these people is their psycic powers. Each of them is capable of taking complete control of one person that he can see and who is within 80mm. of him. However, when operating in a group they may combine their powers to increase the range of control. Each additional

member of the group increases this 'control range' by 30mm. up to a maximum of 300mm.

Where a vehicle is their target, or it is an infantryman in Battle Armour or in a building, then dice and consult the following table;-

Dice Throw	Battle Armour or in a Building	In a Vehicle.
1	yes	Commander controlled
2	yes	Driver controlled
3	yes	Fc operator controlled (gunner if no Fc carried.
4	yes	Sw gunner controlled.
5	no	no control obtained.
6	no	no control obtained.

Once control has been obtained it will only be broken if the vehicle moves out of sight or range.

Note;- These powers do not extend to Droids or other remote controlled units, but if they attack the controlling vehicle a throw of 3 will give them control of these units.

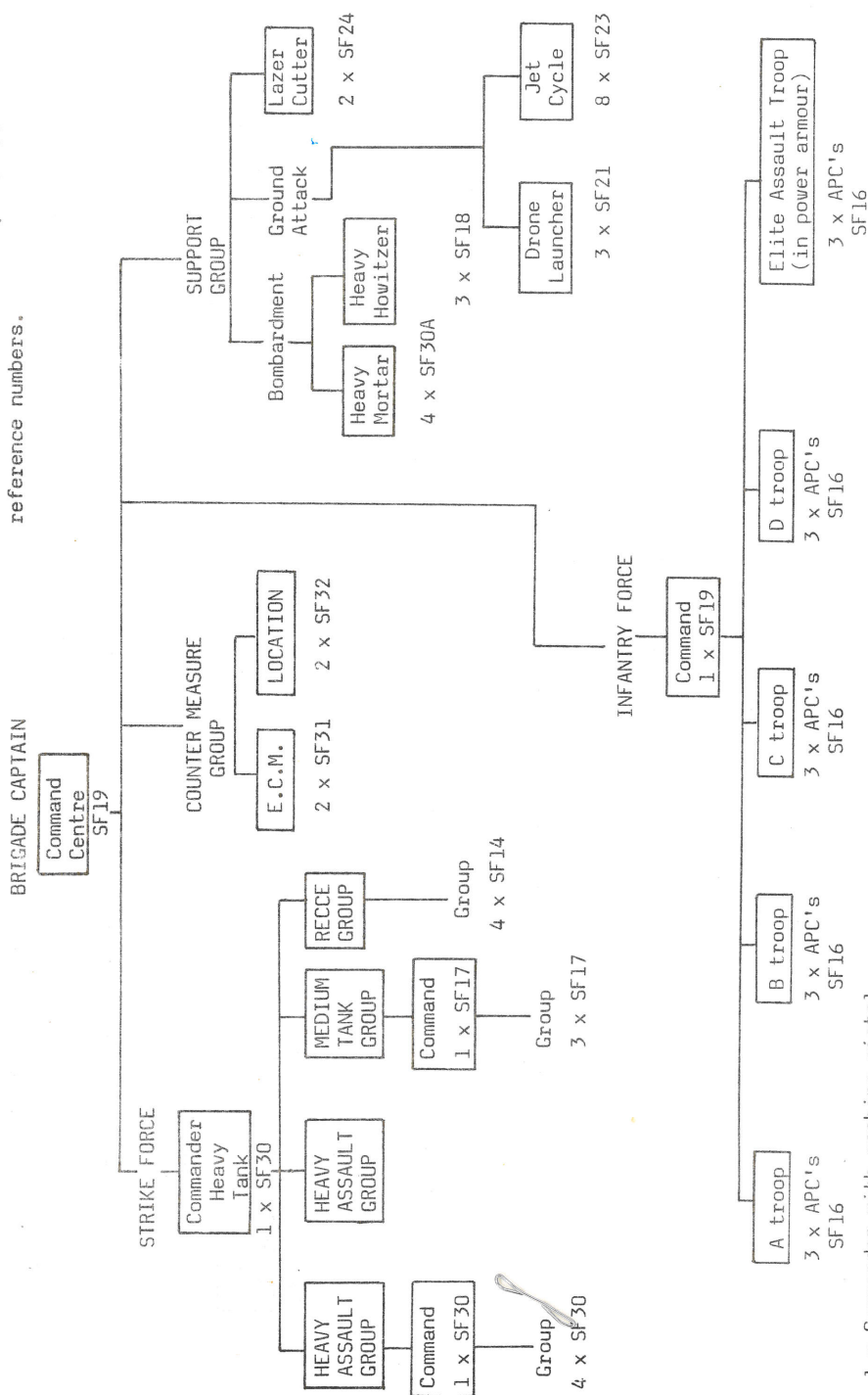
Each Compran is also armed with an old fashioned rifle which has a range of 200mm. and if used it will count as individual 'direct fire'. However, the bullets will not penetrate any form of armour. Add 2 to all dice throws if the range is less than 100mm.

DETAILS OF VEHICLE CREWS AND AMMUNITION CARRIED

DETAILS OF VEHICLE CREWS AND AMMUNITION CARRIED								
Vehicle	Commander	Fc Operator	Driver	Gunners	Ammunition		Alternate sights	Remarks
					Main	Sec'dy		
RAMORIAN FORCES								
Command Module	1	1	1	2	UL	UL	Optical	10 projectiles for launcher.
Heavy Tank	1	1	1	2	UL	UL	Optical	
Scout	1	1	1	1	UL	UL	Optical	
Heavy Howitzer	1	1	1	3	25	10	none	*Equip. operators
EDV	1	2*	1	1	UL	10	none	
Solar Lance	1	1	1	1	UL	UL	Optical	
Heavy Mortar	1	1	1	3	20	UL	none	
APC	1	-	1	1	UL	10		
SOLAR FORCES								
Command Vehicle	1	-	1	1	UL	10	Optical	
Heavy Tank	1	1	1	2	10	UL	Optical	
Medium Tank	1	1	1	1	10	UL	Optical	
Hover Raider	1	1	1	-	3	10	Optical	
Location	1	2*	1	1	UL	-	none	*Equip. operators
ECM	1	2*	1	1	UL	-	none	*Equip. operators
APC	1	-	1	1	20	UL	none	
Heavy Mortar	1	1	1	3	@	UL	Optical	
Heavy Howitzer	1	1	1	3	@	UL	Optical	
Lazer Cutter	1	1	1	7	UL	UL		
@								
	Mortar	HE	Neuro	Illum.	Eng.	Screen		
		20	10	5	12			
	Howitzer	24	5	3	15			

SOLAR FORCE

The 'SF' numbers are the QT Models reference numbers.

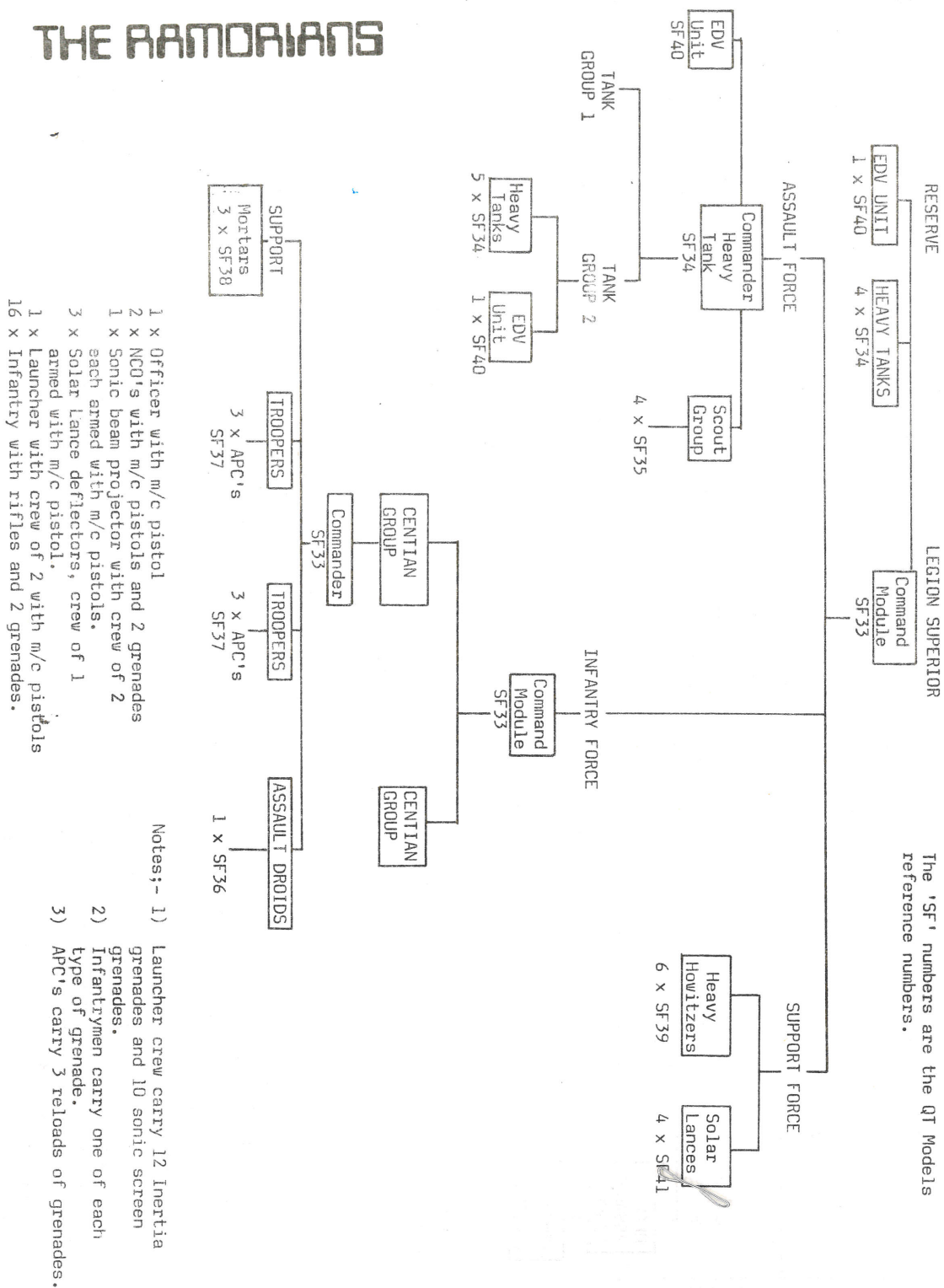


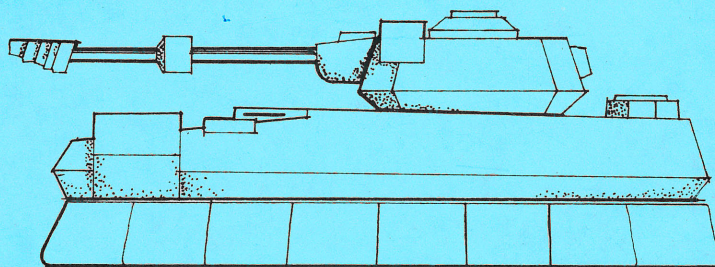
- Notes; 1) All crews of infantry weapons carry m/c pistols
2) Unless stated otherwise, all grenades carried by the infantry are magnetic and those by NCO's are Vortex.
3) The APC's carry one re-load of missiles and 3 re-load of grenades.

- 1 x Commander with machine pistol.
- 2 x NCO's with m/c pistol and 2 grenades.
- 2 x Scouts with m/c pistol and flight packs.
- 1 x Grenade launcher with crew of 2
(16 Mag and 8 Vortex grenades carried)
- 2 x Triton launchers with crew of 2.
(3 missiles carried)
- 2 x Infantry men with m/c pistols and 3 grenades.
- 2 x Infantry men with rifles and 2 grenades.

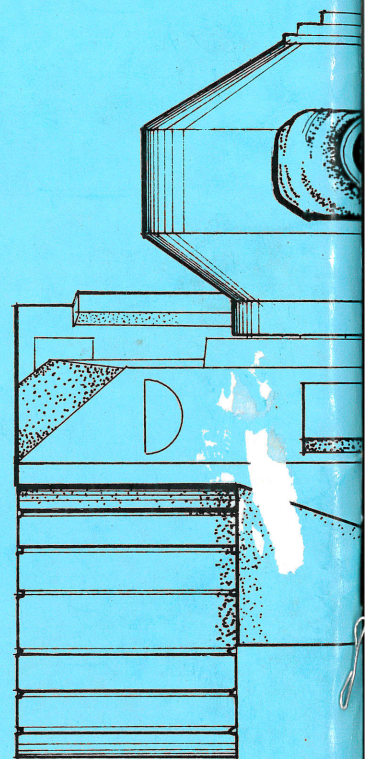
THE RAMORIANS

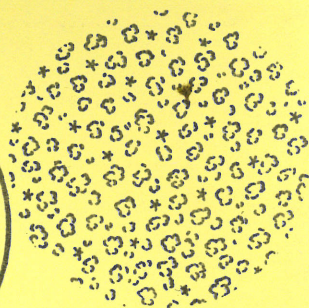
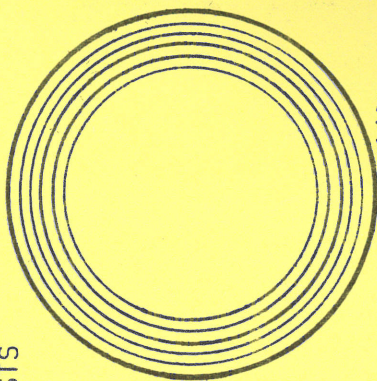
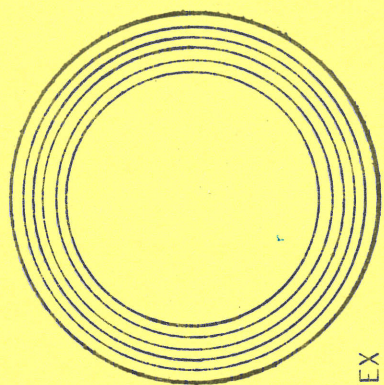
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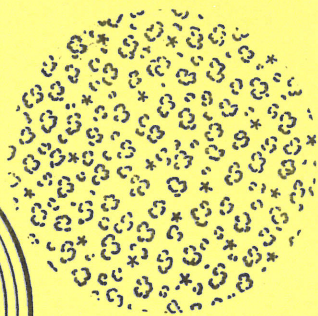
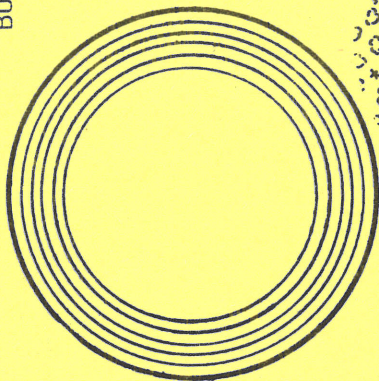
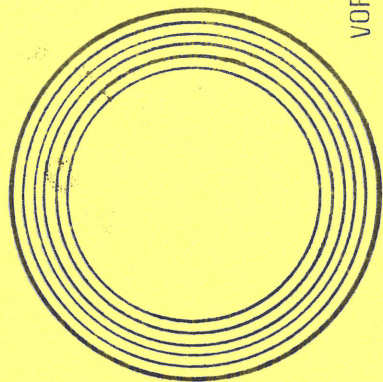
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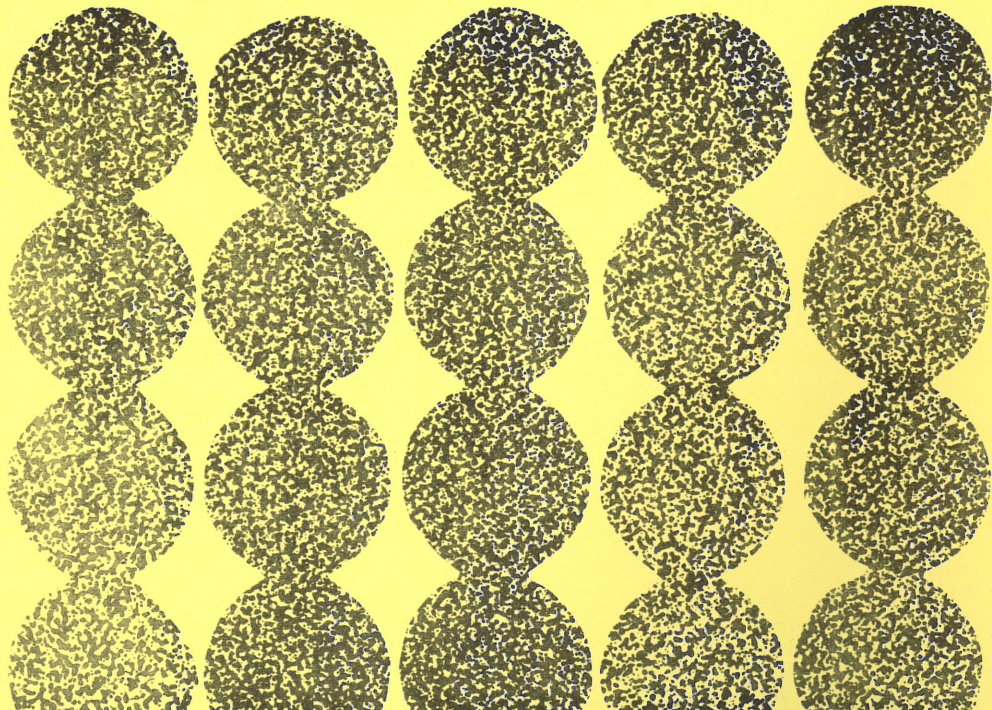
VORTEX

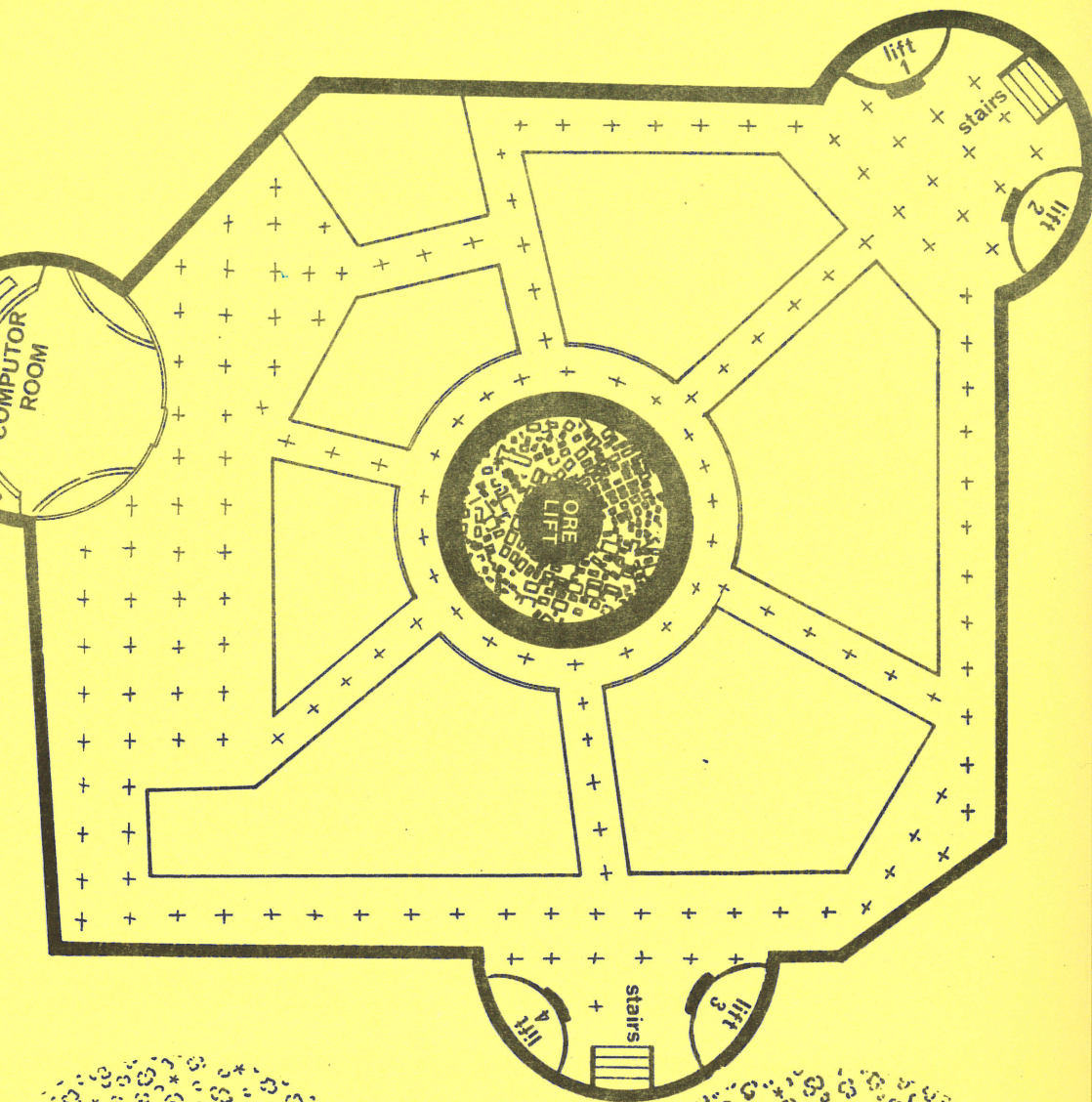
BURSTS



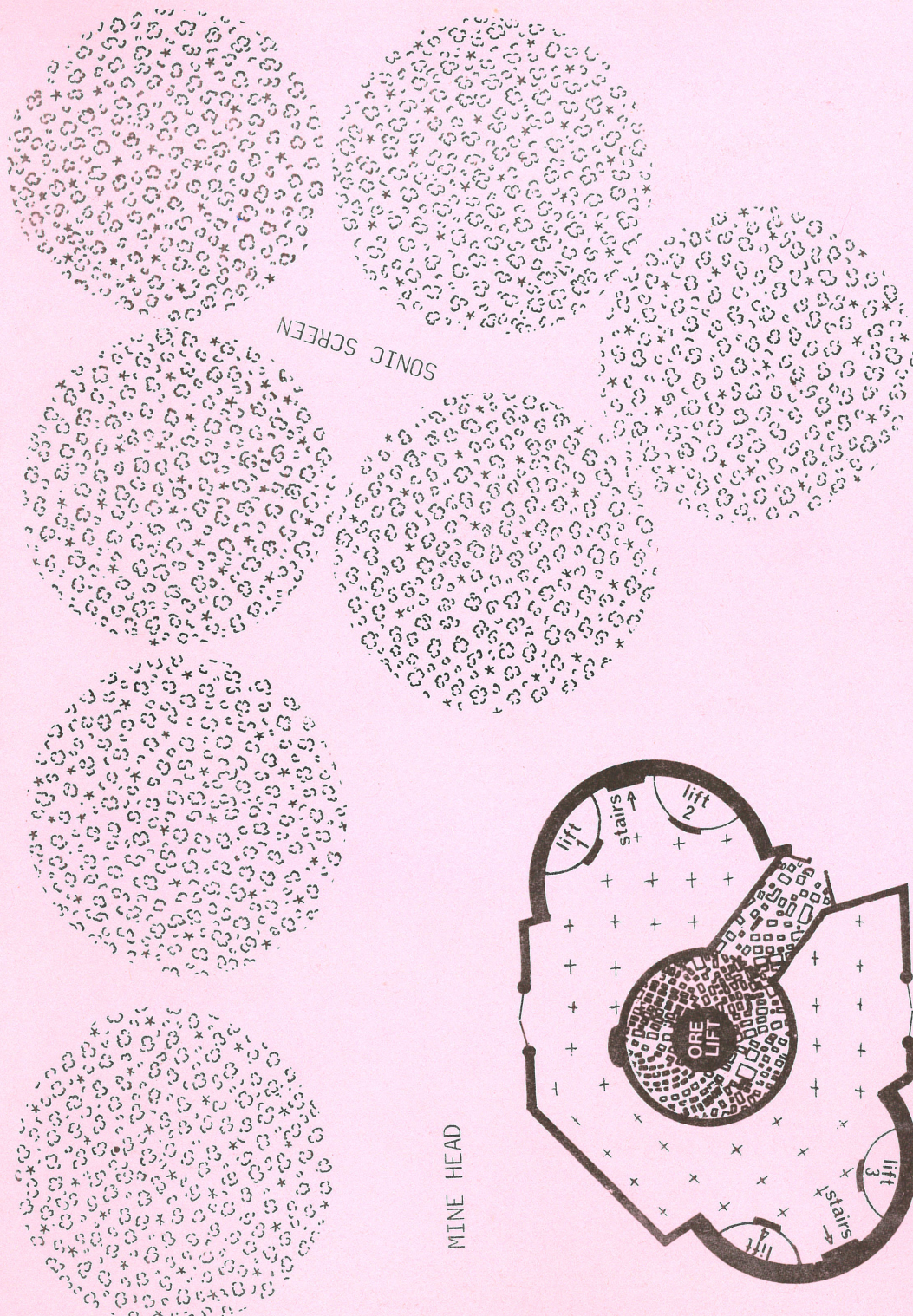
NEURO GAS (40)

ENERGY SCREEN

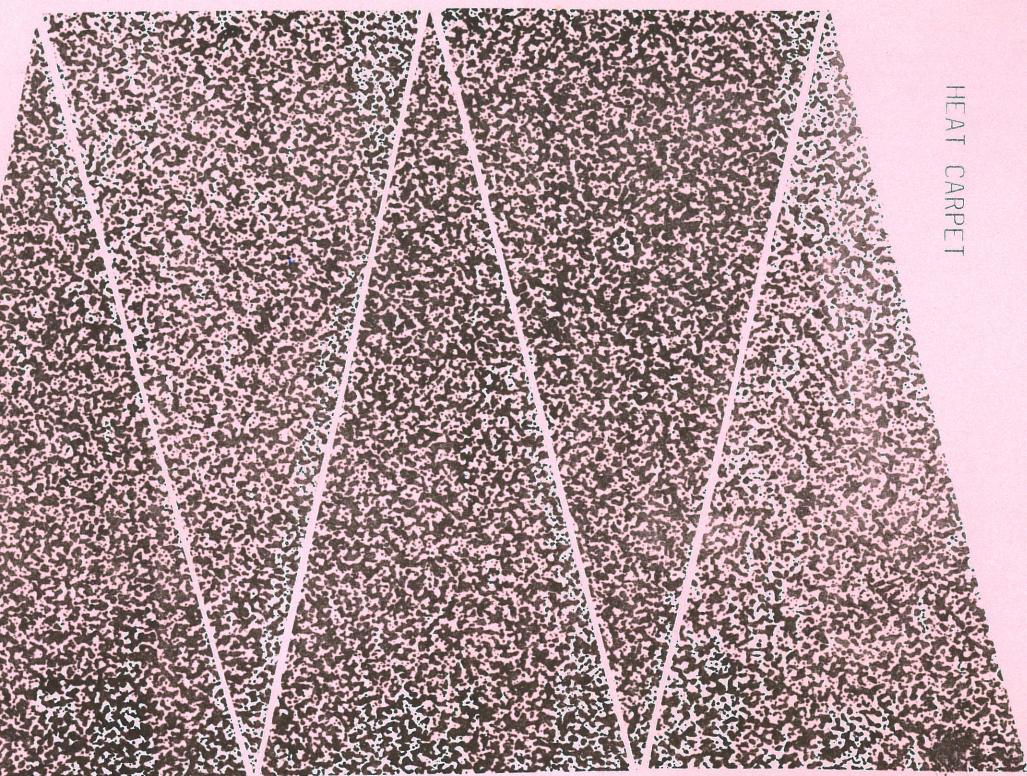




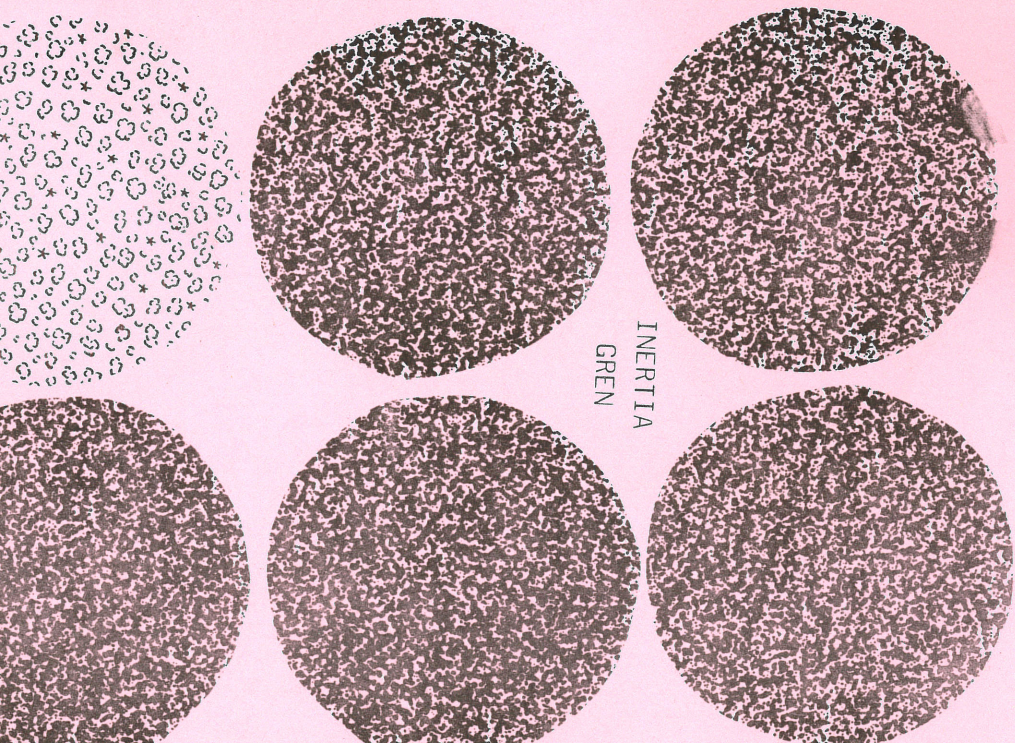
NEURO GAS (70)



HEAT CARPET



INERTIA
GREN



Star Force 300

VEHICLE DETAILS

VEHICLE DETAILS												
Vehicle	Weapons		Motive Power	Armour			Target Size	CREW				
	Main	Sec.		Front	T & S.	Rear		Comm.	Fc.	Driver	Gunnery	Pass'gs
RAMORIANS												
Command Module	Solar Lance	Auto-Cannon	Tracked	A	B	C	Z	1	1	1	2	8
Heavy Tank	Solar Lance	S-Beam & Launch.	Tracked	A	A	B	Z	1	1	1	2	0
Scout	Solar Lance	A-Cann & Launch.	Wheeled	A	B	B	X	1	1	1	1	0
Heavy Howitzer	Cannon	Auto-Cannon	½ Track	D	D	D	Z	1	1	1	3	0
EDV	Auto-Cannon	Launch.	Tracked	D	D	D	Y	1	2	1	1	0
Solar Lance	Solar Lance	Auto-Cannon	Tracked	B	B	C	Z	1	1	1	1	0
Heavy Mortar	Mortar	Auto-Cannon	Mono Track	B	C	D	Y	1	1	1	3	0
APC	Auto-Cannon	2 x Launch.	Mono-Track	B	B	D	Y	1	-	1	1	10
Droid Carrier	Auto-Cannon	Launch.	Tracked	A	B	C	Y	1	-	1	1	10 Droids

SOALR

Command Vehicle	Auto-Cannon	Launch.	Hover	B	B	B	Y	1	-	1	1	10
Heavy Tank	Triton 2nd. G.	Auto-Cannon	Hover	A	B	B	Y	1	1	1	2	0
Medium Tank	Triton 1st. G	Auto-Cannon	Hover	B	B	C	X	1	1	1	1	0
Hover Raider	Triton 2nd. G	Launch.	Hover	B	C	D	X	1	1	1	-	0
Loc'n	Auto-Cannon	-	Hover	B	C	D	Y	1	2	1	1	0
ECM	Auto-Cannon	-	Hover	C	C	D	Y	1	2	1	1	0
APC	Auto-Cannon	2 x Launch.	Hover	B	D	D	Y	1	-	1	1	8
Heavy Mortar	Mortar	Auto-Cannon	Hover	B	C	D	Y	1	1	1	3	0
Heavy Howitzer	Cannon	Auto-Cannon	Hover	B	C	D	Y	1	1	1	3	0
Lazer Cutter	Lazer	Auto-Cannon	Hover	B	B	B	Y	1	1	1	7	0
Drone Launcher	Drone	Auto-Cannon	Hover	B	C	D	Z	1	1	1	1	0

RANGES (in MM's)

Weapon	Vehicle	Howitzer	Mortar	A-Cannon	Inf Weapon	AA
Triton	2,100				2,100	
Fletcher				1,500	1,000	500
Bom.Shell		3,000	2,000			
Lazer	100					
Solar Lance						
High - T	2,000					
V	3,000					
Low - T	1,500					500
V	2,000					500
Sonic Beam	1,000				1,000	400
Heat Shell	150 (Droid)	3,000	1,800	1,000	800R 300P	
Sonic Scr'n		2,500	2,000		150	
Grenades;-	Thrown 60 (+30 Battle Armour)			Launcher 150. (magnetic)		
	Thrown 80			Launcher 120 (inertia)		

ENERGY AND SONIC SCREEN VARIATION

Dice throw	Variation(halved if Launcher)
3 or 4	On target
6	Over by 50mm along line of flight.
1	Under by 50mm along line of flight
5	Left by 50mm.
2	Right by 50mm.

SONIC SCREEN EFFECT

Unit	Dice throw to survive
Inf (no Arm.)	5 or 6
Inf (armd)	3 to 6
Veh.Crew	4 to 6
Vehicles	1 = no effect 2 = electronics destroyed 3 = Fire computer destroyed 4to 6 = vehicle guidance lost

MOVE SEQUENCE

- Write orders, determine zone fire area and weapons
- Dice for initiative.
- Moving side moves as orders.
- Triton missile targets declared.
- Solar Lance first shot.
- Other side moves.
- Determine Breakthrough results.
- Determine 'zone ' fire effect.
- Determine 'direct' fire results.
- Determine close combat results.
- Determine morale states.
- Adjust morale ratings.

MOVEMENT RATES

Motive Power	Level & clear	Scrub & BG.	Close terrain	U'Hill	Rev.	Turn/45°
full	85	75	50	60	-35	-10
Tracked Mono	110	85	75	50	-30	-25
Half	75	50	30	50	-35	-10
Wheeled	100	60	NP	50	-40	-10
Hover	140	100	NP	100	-40	-20
On foot	30*	25	20	25	-15	none
On foot in B. Arm'r	45*	35	25	35	-20	none
Droids	40	30	30	30	-20	none

*
+20 for charge
+10 for double

RAMMING AND COLLISIONS				PENETRATION		Range Class;- 1 = up to 500mm. 2 = 501 to 1000mm. 3 = over 1,000mm.									
Armour Class	Speed	Airbourne	BEAM WEAPONS		Armour Class at Contact Point										
A = -4 B = -3 C = -2 D = -1	1-50 = +2 51-90 = +4 Over 90 = +6	+5	Weapon		Range Class		A		B		C		D		
			SOLAR LANCE	Frequency High	1	2	3	4	5	Automatic	Automatic				
					3	4	5	4	5						
				Frequency Low	1	2	3	Not Possible		4	3	5	Automatic		
2	3	4	3	2	3										
Result		Effect		SONIC BEAM		1	2	3	4	Automatic	Automatic				
1 -	No effect														
2	Crew KO'd 1 move														
3	½ move rate only														
4	Crew KO'd 2 moves & Fc destroyed														
5	2 x dice score in moves lost														
6 +	Total wreck; dice for crew; 1-3=killed, 4-6= KO'd 2 moves.														
DIRECT FIRE FACTORS															
Basic Chance		Sub. Shots													
Up to 500	+5	Second	+1												
501 to 1000	+4	3rd. & Sub	+2												
over 1000	+3	Per ground													
Fire Control		attack shell		+1											
Fire computer	+1	Target Movement													
Optical sights	0	up to 100		0											
Manual fire	-1	101 to 200		-1											
Night firing	-1	Over 200		-2											
Hand hurled	-2	In flight		-2											
(Mag Gren.)	-1	Stationary		+1											
Firing Weapon		Ends move out of sight		-1											
Beam (LF)	+1	Target Size													
Beam deflected	-1	X		-1											
Suppressed	-2	Y		0											
On move with		Z		+1											
no f/Computer	-1	Larger		+2											
Auto-cannon	+1	Single Fig		-2											
		Cover													
		Light		-1											
		Hard		-2											
		Hull down		-1											
ZONE FIRE DEVIATION															
3 - 4	On target														
6	Over by 50mm.														
1	Under by 50mm.														
5	Left by 50mm.														
2	Right by 50mm.														
ZONE FIRE FACTORS															
Weapon	Factor/Terrain														
	Open	Woods Rocks	Build's	Dug-in Hy. Cover											
Triton HE	3	2½	3½	2											
Triton AB	6	2	½	1½											
Inf Fletchlets	1	½	½	½											
Auto-Cannon	2	1	1	1											
Bomb. Shell	5	3	5	2½											
Grenade	2	1½	4	1											
Solar HF	1	2	4	2											
Solar LF	4	2	1	1											
Sonic Beam	2	1	½	1											
Heat Shell	7	4	3	3											
Inf. Weapons	1	½	½	½											
Auto-Cannon	2	1½	1	1											
Grenade	2	1½	4	1											
Heat Carpet	20	15	8	9											
PROJECTILES AND MISSILES															
Weapon	Ammunition Used	Armour Class at Contact Point													
Range Class		A			B			C			D				
		1	2	3	1	2	3	1	2	3	1	2	3		
HEAT SHELLS	Mor. How. and Droids	2	2	2	4	4	3	A	5	5	Automatic				
	Auto-Cannon	1	1	NP	2	1	NP	4	3	2					
	Other Infantry Weapons	1*	NP	NP	1*	NP	NP	2	1	1					
TRITON MISSILES	HE Contact	3	3	3	A	A	A	A	A	A	A	A	A		
	HE Air Burst	NP	NP	NP	NP	NP	NP	1	1	1	3	3	3		
	AP Homing	5	5	5	A	A	A	A	A	A	A	A	A		
	AP Solid Head	4	4	3	5	5	4	A	A	A	A	A	A		
FLETCHET	Auto-Cannon	1	1	NP	2	1	NP	A	A	2	A	A	A		
	Inf. Weapons	1*	NP	NP	1*	NP	NP	3	2	1	A	A	A		
BOMBARDMENT SHELL		3	3	3	4	4	4	5	5	5	A	A	A		
GRENADES		1	NP	NP	2	NP	NP	3	NP	NP	A	A	A		
EFFECT OF PENETRATION															
Weapon/Projectile		DICE THROW - VEHICLES						Robots	Battle Arm'd Inf.						
		1	2	3	4	5	6								
SOLAR LANCE	(H. Freq.)	1 x CM	Fc/S	Mw/Sw	Des	Des	Des	Des	Killed						
	(L. Freq.)	Su	1 x CM	Fc/S	Sw/Mw	Des	Des	Des	Killed						
SONIC BEAM		Su	Su	Su	1 x CM	1 x CM	2 x CM	Su	1-4 = Su 5-6 = K						
HEAT SHELL		S + Sw	1 x CM + Mw	Des	Des	Des	Des	Des	Killed						
HEAT SHELL from Auto-Cannon & Inf Weapons		NE	Su	1 x CM	1 x CM + Sw	1 x CM + Sw	2 x CM	1-3 = Su 4-6 =Des	Killed						
BOMB. SHELL or TRITON with HE/AP Fusing		1 x CM + Fc/S	2 x CM +Mw/Sw	Des	Des	Des	Des	Des	Killed						
TRITON air burst		NE	NE	NE	1 x CM + Su	Fc/S + Su	2 x CM + Sw	1-3 = Su 4-6 =Des	1-3 = Su 4-6 = K						
FLETCHLETS		NE	NE	Su	1 x CM +Su	2 x CM +Fc/S	2 x CM	1-2 = Su 3-6 =Des	Killed						
GRENADES (Magnetic)		Su	1 x CM	1 x CM + Sw	2 x CM + Mw	2 x CM	2 x CM + Fc	Des	Killed						
HEAT CARPET		Su	Su	Su	Su	Su	Su	Des	Killed						
RESULTS OF ZONE FIRE										MORALE FACTORS					
Result	Unarmoured Targets	Battle Armoured and Droid Targets		Armoured Targets	Morale Factor	ADD									
-20 or less	6 per 3	No effect		No effect	0	Score of 2 dice									
-10 to -20	6 per 3	6 - 1 only		6 - 1 only	0	10 for A class or Battle Armour									
0 to -9	6 per 2	6 - 2 only		6 - 1 only	0	6 for B class or Inf + armour.									
+1 to +8	6 each	6 up to 3		6 - 2 only	-4	8 Inf dug-in or in buildings									
+9 to +16	5/6 per 2	6 up to 4		6 - 2 only	-6	4 for C class or Inf gone to ground									
+17 to +25	5/6 each	6 each		6 up to 3	-8	6 Elite troops									
+26 to +35	4/5/6 per 2	5/6 up to 2		6 up to 4	-10	5 Winner of H-to-H									
+36 to +49	4/5/6 each	5/6 up to 3		5/6 - 1 only	-13	SUBTRACT									
+50 to +75	3 to 6 each	5/6 each		5/6 - 2 only	-15	Zone fire morale									
+76 & over	2 to 6 per 2	4/5/6 each		5/6 each	-20	5 Under air attack									
MORALE RESULTS															
Morale Result	A or B Arm'r & Battle Armour	Other vehicles & Inf in open.		In cover or dug-in + Elite	Hand to Hand										
40 +	Carry on with orders														
30 to 39	carry on	Suppressed		Carry on	PB 10	2 Per friends ret'g									
20 to 29	Suppressed	Go to ground and suppressed		Suppressed	PB 20	10 armour adv'g 150									
10 to 19	R't to cover under control	G-to-G Suppressed out of control		G-to-G Suppressed, U Cont.	Break out of Cont'l	5 per 10mm p/back									
9 or less	R't to cover out of control	R't to cover out of control		Break out of control		10 looser of H-to-H									
STARFORCE 300										6 Broken thru by enemy armour.					
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